



THE CITADEL

JOURNAL

ISSUE 1

EPIC KNIGHTS

DWARF RUNESMITHS
FOR MAN O' WAR

NEW AND DEADLY
HELBLASTER WAGON

SPACE HULK IN THE DARK

MAGIC ITEM COMPETITION

AND MORE ...

**GAMES
WORKSHOP**



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JOURNAL



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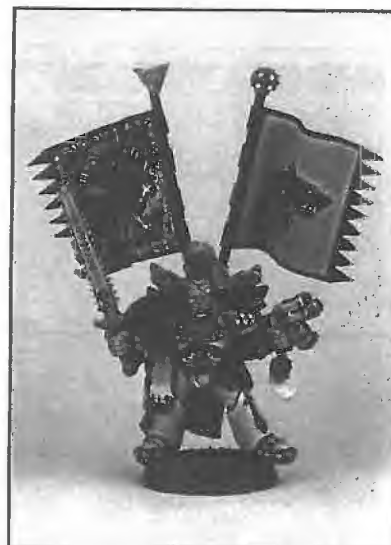
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Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL



Greetings fellow gamers,

Welcome to the first edition of the 'whiter than white, take two copies into the shower' Journal. We are your friendly guides to the realm of 'dedicated' gaming and the Journal is here to provide you with some ideas about expanding your games. We will be covering all of Games Workshop's major games plus the more prominent products that are not covered in depth by White Dwarf, such as Space Hulk and Mighty Empires. The rules we will be publishing are all entirely optional and you should agree with your opponent before using any material written in these pages.

If your room/hovel/flat/mountain top cave resembles a Games Workshop store after a hurricane strike, you will probably be pleased with this new acquisition. If you have a 'Been there, done that, splatted the squiggly thing' feeling you have just opened the answer to your problems (lucky little dedicated gamer aren't you?).

Like yourselves, we are experienced gamers who want to get as much out of our hobby as possible. The rules and ideas we have written are items that we like using and think that the majority of people who are 'serious' gamers will also realise the additional challenge and enjoyment they provide. Our articles are not definitive, if you already have rules for something which we publish we won't mind if you keep using them in preference to our own- you are the only people who know what you like best about the gaming hobby. As well as publishing new rules we will also print scenarios, miniature conversions and modelling articles, all designed to fit in with new rules or to augment your games.

The Journal is 48 pages of raw gaming material. You won't find any adverts or catalogue pages here, they're all in White Dwarf where you know where to look for them. That doesn't mean you shouldn't be buying White Dwarf as well. Where else could you get all the latest news about your favourite pastime? That said, the Journal is designed to fill a gap since White Dwarf has had its work cut out covering all the new games and model ranges.

Only a few months ago we were just ordinary gamers. Having played GW games for four or five years we had a good idea about what we liked and disliked, what we wanted to see and what we wanted from our hobby. Now we are writing a magazine about our favourite pastime and you're reading it. Like us you've played quite a lot of games, you may have a favourite or you may be a Jack-of-all trades. No matter what your personal inclination is, we hope to cater for it.

You may not have played Games Workshop systems for as long as us but you will have been playing long enough to realise how much the hobby has changed, especially over the last two or three years. Gaming is a hobby that evolves with time, and we expect that players evolve as well. If you can play your favourite game without referring to the rulebook at all, you may want new rules to learn and new challenges to overcome. Well, that's what we're here for.

The Journal adds another dimension that provides for people like yourself. Have you wanted to fight your Warhammer 40,000 battles on a Deathworld? Have you played for ages and still need one or two ideas about winning with your favourite army (it doesn't mean you're stupid, it means that there may be an aspect of tactics you've overlooked)? If so, you can look forward to your gaming future with a brighter gleam in your eye.

Still not reaching for your cash? The Journal is also here to remind people that gaming is a fun thing to do as a hobby. With hints and tips from 'Dr Conquest' to Spot The Squig competitions we intend to make sure you carry on enjoying the Games Workshop hobby. We might do a letters page so that you can shout to the rest of the world what you think of current affairs in our little microcosm of reality.

May we apologize now to parents, spouses, fiances and boy/girlfriends. Due to the release of this magazine it may be that the individual in possession of this tome is going to 'play with his toy soldiers, carry on painting those lead thingies and still fiddle about with that hacksaw and sandpaper' even more than before.

One of the best things we are looking forward to is the setting up of a Games Workshop League. That's right folks, you can play any Games Workshop game, send us the results and we'll compile the League table. We might even feature subjects like the most improbable Space Marine Chapter and other such weirdness, so don't hesitate to join.

The Journal is not intended to spoon-feed you new rules, there is a great deal of room for individuality and change. Gamers are a bright bunch (quoting the profiles of favourite troops might not win you Mastermind but it saves time in a game) and we all have our peculiar tastes (and textures?). If you read something you like then use the rules. If you read something you don't like then don't use the rules (or even better; develop your own). The main excuse for the Journals existence is ideas. Sometimes people lapse into a gaming rut and don't try to expand their game- this is fine by us but you might be missing out on something you'll enjoy. If you ever think 'I've been the scourge of the galaxy, killed my friends and run off with the booty, what can I do now?' carry on reading.

We now re-iterate the point that all these rules are optional so don't go banging this magazine over your opponents head screaming "It says I can do it in 'ere!". Always be clear what rules are being used and do not use rules if you both can't accept them. Remember that gaming is fun and co-operation will always set things off on a better footing.

As mentioned briefly before, none of us have ever worked on magazine production before so excuse the odd spelin mistake and grammar error, like what nice people should. My brain is now sucked dry of all 'hail and well met' comments so we'll leave you to enjoy the rest of the New Improved, '8 out of ten good gamers prefer it' Journal.

GAVIN THORPE



Oh dear! I've been brutally manhandled from my favourite spot (crouched in a foetal position under a dry stone) and told to write a few words about myself.

I'm on the verge of being two decades old and have the spent the last quarter of my life dedicated to Games Workshop. I have armies and fleets for all of the major GW games (and figures for the lesser ones) but I have concentrated on building up my Epic Ork army. I have Imperial troops for Man O' War and Warhammer and an Eldar army for 40K (the most excellent Eldar Codex book should be out in the spring- yippee).

My most heinous defeat was at the hands of the brutal thug who sits next to me every day and happens to have a name beginning with 'T' and ending in 'K' (If anybody calling themselves Danny B says he beats me all the time just put a bag over his head and 'phone the funny farm). I am the proud owner of such Games Workshop relics as 'Valley of the Four Winds' and the most ancient 'Warlock- the game of duelling wizards'. Don't worry we won't be covering them (unless I'm allowed to indulge in a personal ego trip for an issue or two). That's my mug shot up there, don't go frightening pets and small children with it or I'll get the RSPCA/NSPCC onto you!

MARK HAWKINS



Hello There.

Well, I've just had a half chewed ball point shoved into my hand and have been told to go forth and write something about myself. Okay, here goes.

I am a nineteen year old gamer with somewhere in the region of seven years experience in the art of Games Workshop gaming and around nine in painting miniatures. I have spent the better part of this time living in the kind of Dream World required to truly enjoy gaming and have been declared missing from the Real World on a number of occasions.

My most impressive victory was when, with the help of some nice rolls and fate on my side, my High Elves forced the Goblin armies of Grom the Paunch back into the dark caves that spawned them with a number of cunning Silverhelm charges and a few bad leadership rolls on the Goblins part.

My worst defeat became apparent shortly after joining the Studio Blood Bowl league and continues to this day, many times my Dark Elf team, The Bleak Coast Berserkers have set out to win the game, only to be sent running back to the training ground to lick their wounds. They do however show potential and one day their time will come.

IAN PICKSTOCK



Although I enjoy any good challenging game, my particular favourites are Warhammer 40,000 and Space Hulk. Having joined the Studio just before the new WH40K was released I have had many opportunities to playtest it and it must be said that the new game is nothing short of outstanding.

I have had a number of bizarre victories over the years. One of the most notable was mentioned briefly by my colleague, Gavin Thorpe, needless to say his Ultramarine assault squad were given a thorough pasting by my Goff Skarboyz and a lucky Bad Moon took out a Terminator with his trusty bolta!

After a few weeks at the Studio Andy Chambers challenged me to a game of Warhammer 40,000. Naturally I jumped at the chance. With Andy playing his Imperial Guard and me playing Space Wolves, it was a close run game. When we both managed to deny each other our Mission Objectives, and at the start of the fourth turn both sides had still failed to score any victory points. The battle looked like it was going to be a stalemate. But Andy's use of three Sentinels armed with the deadly assault cannon forced my Long Fangs on to overwatch for the entire game, denying me vital firepower.



WAGONS ROLL!

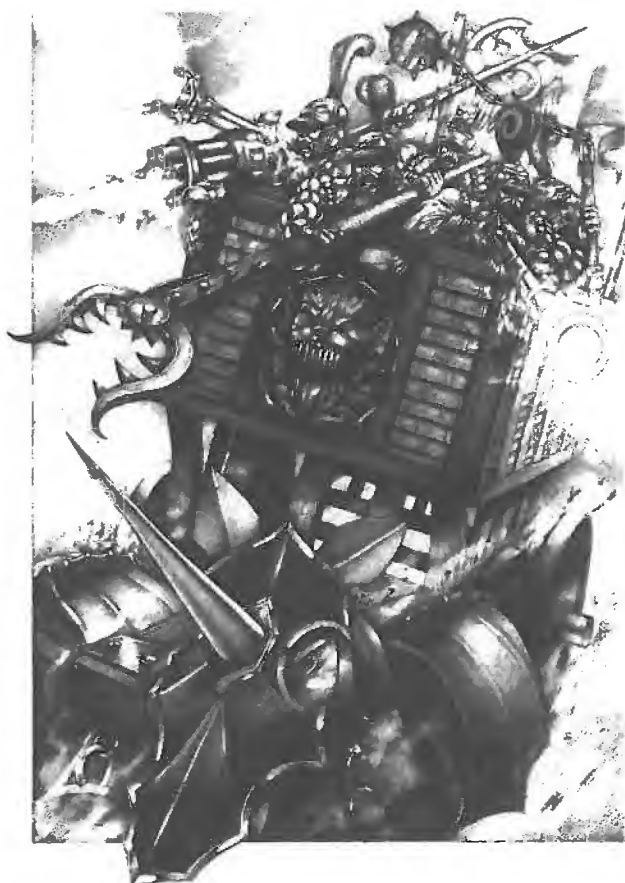
A FANTASY BATTLE SCENARIO

By Mark Hawkins

For years wagons have been used to ferry goods and supplies throughout the Empire, but recent Goblin activity in the World Edge mountains has brought the essential supply runs to a near standstill. In the house of a famed inventor, a cunning plan is hatched, one that will cut a swathe through the mountain passes, wiping out the Goblin raiders and leaving the way clear for the vital baggage trains.

THE GREAT PLAN

The great plan involves three specially made wagons designed for the sole purpose of clearing the enemy from the mountains. Although these wagons are normal in appearance, at an appropriate moment false panels will be dropped, revealing their powerful secret. The first wagon conceals a volley gun attached to a moving platform and mounted on a swivelling stand. The second is one of the great and mighty war wagons of the Empire, armed to the high teeth and manned by crew with the skill to use it. And the third is transport for ten of the Emperors finest crossbowmen.



As an aid to this great scheme, the wagons will be reinforced by a small Imperial force, who will remain out of sight until the time when the trap is sprung.

However the Goblin hordes of the mountain passes are vigilant and cunning and will obviously send as large a raiding party as they can muster to descend upon the wagon in a wave of destruction and pillage, stealing what ever they can and murdering the soft squishy humies they see in the valley below.

THE BATTLE

The battle is based around an ambush and counter ambush system with the Goblin forces lying in wait, ready to attack what they see as a poorly defended baggage train and the Imperial force manoeuvring down the valley floor, preparing to spring up and unload their powerful barrage of fire upon the enemy.

The battle itself is set in a remote mountain pass many miles from the nearest Imperial outpost, a narrow valley with a long winding road running down its centre. The burnt and blackened remains of wagons and their crew litter the valley floor, filling the air with a smell of death and decay. Vegetation thrives in the valley, tangled together forming thick blocks of dense foliage and trees that could quite easily hide an entire raiding party, it is the perfect place for an ambush.

THE ARMIES

You will notice that on the pages following this article are two army rosters, one for Goblins and the other for the Empire forces. These armies are the ones that we would recommend that you use as we feel that they hold a nice balance of the forces needed for this kind of battle, but as always if you have insufficient models or want a bigger or smaller battle, feel free to work out your own forces or even try the battle out with other races. The choice is yours.

If you do decide to use the forces supplied it is a good idea to study the rosters and rules carefully before going any further.

SETTING UP

When setting up, try to follow this guide as closely as possible, as you will find it adds to the effect of the ambush/counter ambush idea.

The Imperial force sets up on the road at one end of the table. The wagons must be within 24" of the table edge and cavalry or any troops not hidden in wagons must begin the game off the table awaiting their moment.



The Goblin forces set up second largely due to the fact that they have been watching the baggage trains progress and have arranged themselves accordingly. The Goblins may set up on both sides of the valley but as usual they must be within 12" of the table edge. The entirety of the force is classed as being in hiding at the beginning of the battle, using any available cover to spy on their prey, awaiting their moment. As such they cannot be shot at until they either shoot or move from cover thus giving away their position.

From this point on the direction the battle takes is entirely up to you, and only strength, determination and lots of sneaky plans will win through.

TURNS

'Wagons Roll' is a 6 turn battle but if you feel that this isn't long enough please feel free to specify your own number of turns. Bear in mind though that this scenario is designed to give a fast attack/defence standing and that too many turns may draw the battle out too much.

VICTORY POINTS

As well as the usual victory points, you will be awarded extra if any of these is fulfilled.

Goblin Victory Points

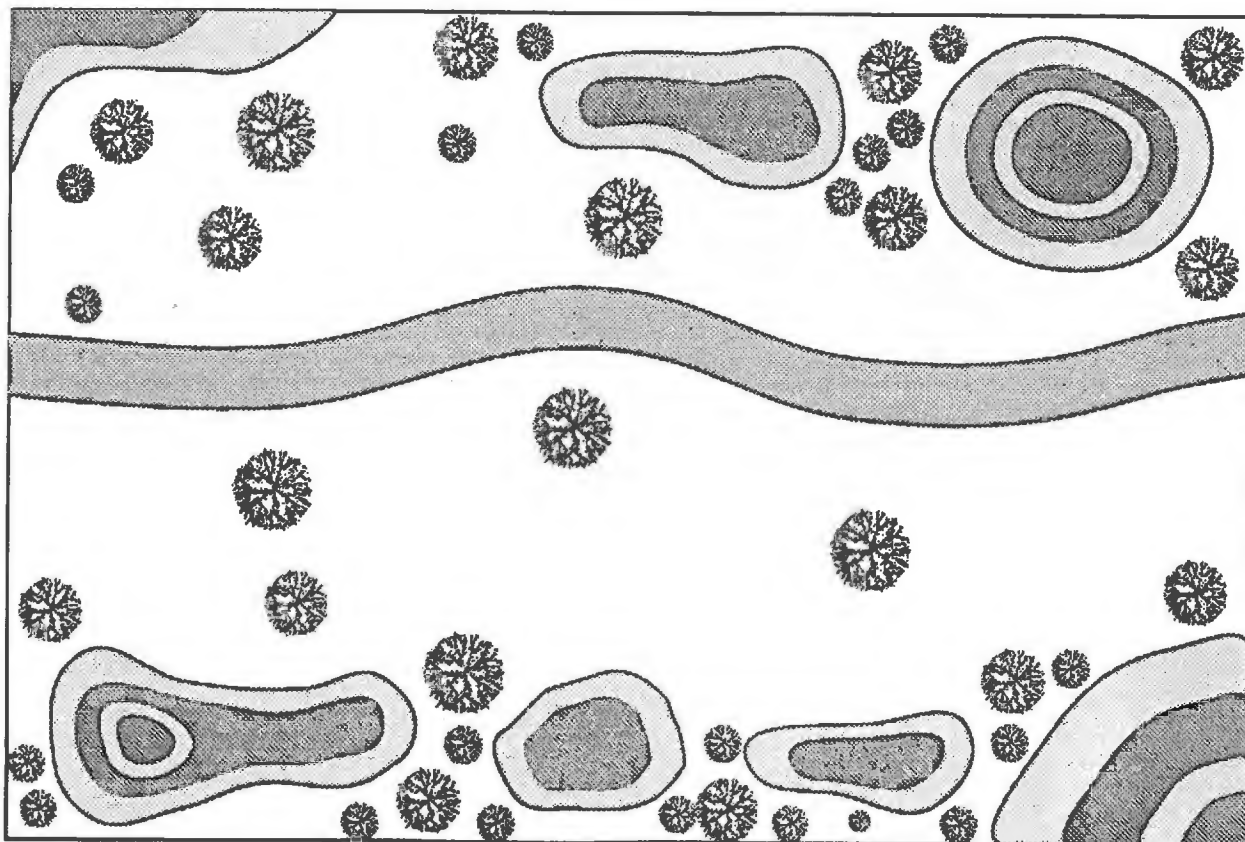
Immobilising, disarming or destroying one of the wagons. **2 victory points.**

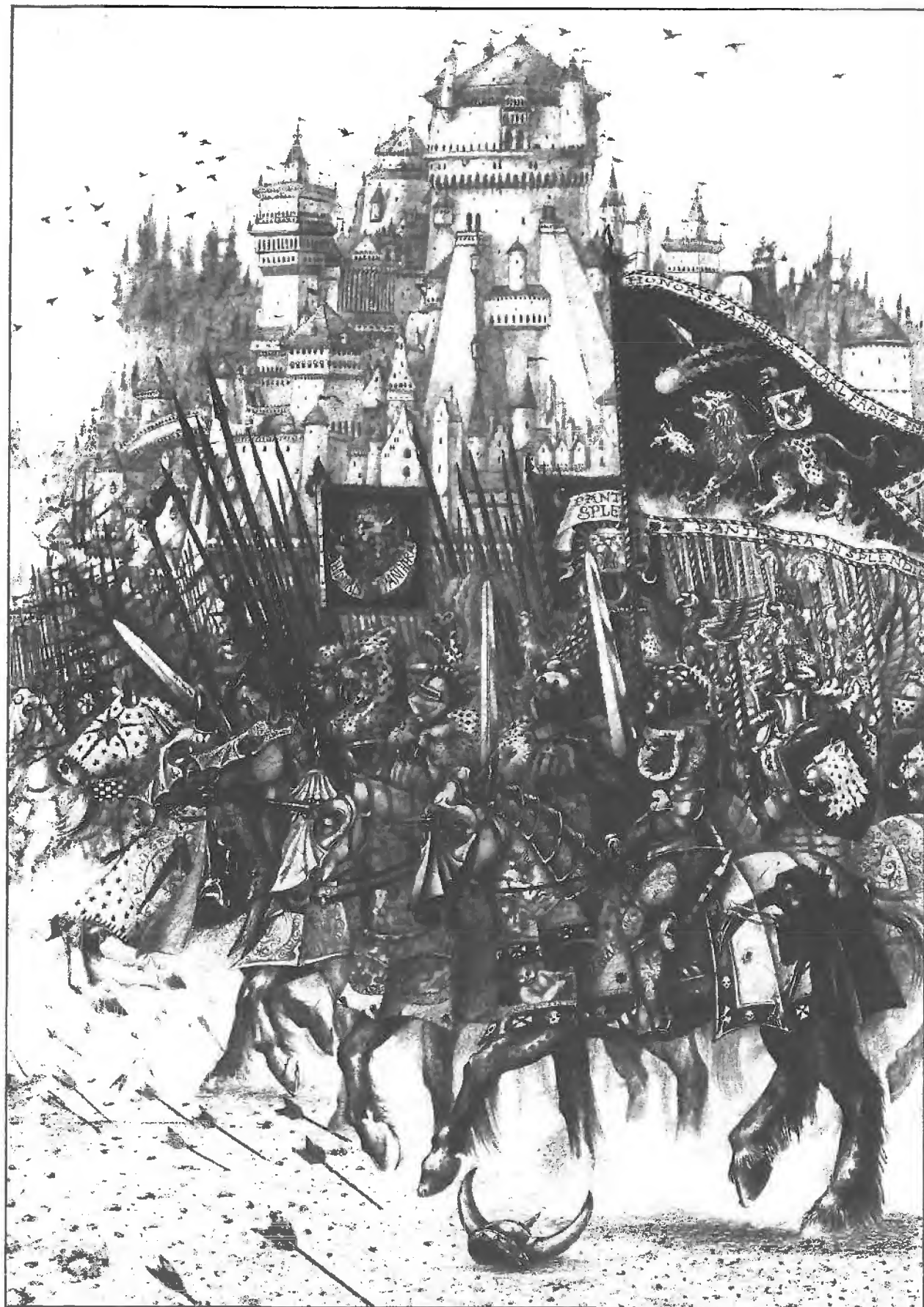
The Knights Panther are either fleeing, have fled or are dead. **2 victory points.**

Imperial Victory Points

Goblin General is either fleeing, has fled or is dead. **2 victory points.**

A wagon left with no damage or crew casualties. **2 victory points.**





GOBLIN ARMY

GROM'S WARBAND

Grom the Paunch.	80 Points.
Niblit.	65 Points.
Chariot.	62 Points.
Axe of Grom.	50 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Grom	4	5	6	4	4	3	5	4	7
Niblit	4	3	4	4	3	1	3	2	5
Chariot	-	-	-	7	7	3	1	-	-
Giant Wolf	9	4	0	3	3	1	3	1	3

EQUIPMENT: Light armour, axe of Grom.

MAGIC ITEMS: Up to three magic items including the axe of Grom. The magic card for the axe of Grom is included in the game itself. Other magic items may be chosen from Warhammer Battle Magic as usual. Niblit may carry a single magic item chosen from Warhammer Battle Magic.

SPECIAL RULES: Grom can regenerate wounds in the same way as a Troll. This works as follows. If Grom suffers one or more wounds, he can try to recover these wounds at the end of the phase in which they are inflicted. Roll a dice for each wound lost. If the result is a 4 or more then the wound is regenerated. Any regenerated wounds are reinstated and even if Grom is killed he may still try to recover his wounds. Like Trolls, Grom cannot recover wounds caused by flames or burning.

**Forest Goblin
Big Boss.**

33 Points.

17 Forest Goblins.

3 Points per model.

**1 Forest Goblin Standard
Bearer.**

6 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Goblin Big Boss	4	4	5	4	4	2	4	3	6
Forest Goblin	4	2	3	3	3	1	2	1	5

EQUIPMENT: Hand weapon and shield.

SAVE: 6+

**4 Forest Goblin
Spider Riders**

9 Points per model.

1 Forest Goblin Boss.

19 Points.

1 Standard Bearer.

18 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Forest Goblin	4	2	3	3	3	1	2	1	5
Goblin Boss	4	3	4	4	3	1	3	2	5
Giant Spider	7	3	0	4	3	1	1	1	5

EQUIPMENT: Hand weapons.

SAVE: 6+



GRISHNACK'S GOBLIN RAIDERS

- 1 Night Goblin Boss. 17 Points.
 38 Night Goblin Spearmen. 3 1/2 Points per Model.
 1 Battle Standard Bearer. 66 Points.
 3 Night Goblin Fanatics. 30 Points per Model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Goblin Boss	4	3	4	4	3	1	3	2	5
Night Goblin	4	2	3	3	3	1	2	1	5
Battle Standard	4	3	4	4	3	1	3	2	5
Goblin Fanatic	2D6	special	5	3	1	2	1	1	5

EQUIPMENT: Night Goblins are armed with spear and shield. The Boss is armed in the same many as the Night Goblins. The Battle Standard Bearer is equipped with sword, shield and battle standard. The fanatics are armed with a ball and chain.

SAVE: the warriors in the unit have a 6+ save, except for the fanatics who have no save.

SPECIAL RULES: Special rules for the Goblin Fanatics can be found in the Orc and Goblin Warhammer Armies book.



- 1 Boss Orc. 35 Points.
 8 Orc Arrer Boyz. 7 1/2 Points per Model.
 1 Standard Bearer. 15 Points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Boss Orc	4	4	4	4	4	1	3	2	7
Arrer Boyz	4	3	3	3	4	1	2	1	7

EQUIPMENT: Bow and hand weapon.

SAVE: None.

- 14 Goblin Wolf Riders. 9 Points per model.
 1 Goblin Boss. 19 Points.
 1 Standard Bearer. 18 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	5
Goblin Boss	4	3	4	4	3	1	3	1	3
Giant Wolf	9	4	0	3	3	1	3	1	3

EQUIPMENT: Hand weapons.

SAVE: 6+

- 18 Night Goblin Archers. 3 Points per model.
 1 Night Goblin Boss. 16 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	2	1	5
Goblin Boss	4	3	4	4	3	1	3	2	5

EQUIPMENT: Short bow and hand weapon.

SAVE: None

- 2 Doom Diver Catapults. 100 Points per model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	7	3	-	-	-
Doom Diver	4	2	3	3	3	1	2	1	5

SPECIAL RULES: See the Orc and Goblin Warhammer Armies book for Doom Diver rules.

- 4 Squig Hoppers 25 Points per model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	2	1	5
Bouncing Squig	2D6	4	0	5	3	1	5	2	2

EQUIPMENT: Hand weapon.

SAVE: 6+

SPECIAL RULES: See the Squig Hopper rules in the Orc and Goblin Warhammer Armies book.

EMPIRE ARMY

1 War Wagon.

50 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
War Wagon	-	-	-	7	7	5	1	-	-
Warhorse	8	3	0	3	3	1	3	1	5

CREW SAVE: 6+

SPECIAL RULES: For this battle, the warhorses are without their armoured barding as they are disguised as normal wagon horses and as such have no save.

1 Helblaster Wagon.

120 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	5	6	3	1	-	-
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Volley Gun	-	-	-	7	3	-	-	-	-

CREW SAVE: 6+

1 Wagon.

Free.

10 Crossbowmen.

10 Points per model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wagon	8	-	-	5	5	3	-	-	1
Crossbowmen	4	3	3	3	3	1	3	1	7

EQUIPMENT: Crossbow, hand weapon and light armour.

SAVE: 6+

Boris Todbringer, Elector count of Middenland.

145 Points.

5 Knights Panther.

39 Points per model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Elector Count	4	5	5	4	4	3	4	3	9
Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Knights are equiped with heavy armour, shield, lance and sword. Boris Todbringer is armed with Runefang, Talisman of Ulric and heavy armour.

SAVE: 2+

14 halberdiers.

10 Points per model.

1 Champion.

35 Points.

1 Standard Bearer.

20 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Champion	4	4	4	4	3	1	4	2	7

EQUIPMENT: Halberd, hand weapon, light armour and

SAVE: 5+

8 Swordsmen.

9 Points per model.

1 Standard Bearer.

18 Points.

1 Champion.

33 Points.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Swordsmen	4	4	3	3	3	1	3	1	7
Champion	4	4	4	4	3	1	4	2	7

EQUIPMENT: Sword, Shield and light armour.

SAVE: 5+





HELBLASTER WAGON

BY IAN PICKSTOCK

The Helblaster wagon is a new addition to the war machinery available to the Empire armies. The Helblaster Wagon is the mastermind of one of the lesser known Imperial Engineers; Luigi Giovanni. Giovanni prefers to work in a small Hamlet deep within the Forest of Shadows, where his work can't be disturbed by his more excitable brethren at the Engineers Institute in Altdorf. Giovanni had ordered a volley gun be brought to him, so that he could affect some improvements on the weapon. The volley gun arrived at his workshop blasted to pieces. The wagoneers had been ambushed by gobbo raiders and the volley gun had been pressed into service. It had blown up like they usually do. But the sight of the weapon on top of the wagon, even in it's ruined and crippled state inspired Giovanni and the seed of an idea was planted. Giovanni sent the Wagoneer back to Altdorf with a list of essential supplies to start his new project. After working dawn to dusk for months Giovanni was finally finished. Together with three of his colleagues from Altdorf, Giovanni set off from his secluded workshop in the Forest of Shadows and wondered how long it would be before a bunch of gobbo's decided that a lone wagon was easy game.

The Helblaster wagon is in use all over the Empire escorting Wagon trains carrying vital goods, Imperial Mail coaches and important dignitaries along the roads of the Empire. It is designed to look like just another wagon carrying various cargoes to and from the important cities of the Old World. The truth of the matter is that the Helblaster Wagon carries one of the most deadly War Machines in the Old World. Mounted in the back of the wagon on a rotating platform is one Helblaster Volley Gun, fully loaded and ready to roll. Any bandits or goblin raiders foolish enough to attempt to ambush a Wagon train containing a Helblaster Wagon, will at first be rather intrigued to see one of the wagons throwing it's load out of the back and stripping away the awning over the top. Then rather alarmed to suddenly find nine barrels of destruction facing them. This is usually enough to send even the most desperate cut-throat's hot footing it to the hills, but not before a few of them have marked the trail.

AMBUSHES

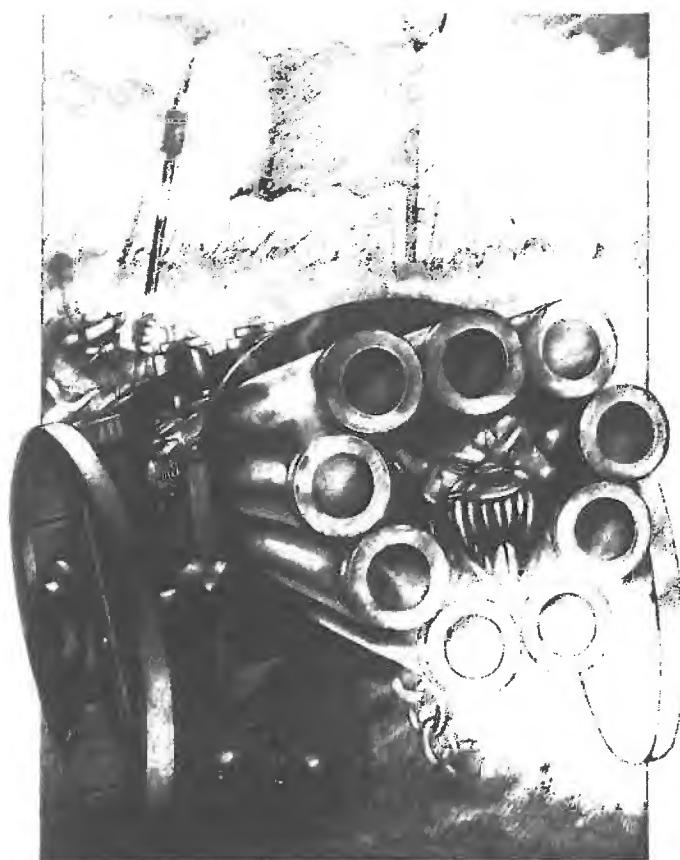
The Helblaster Wagon is designed to be used in Ambush and counter Ambush scenarios like the one in this issue of the Journal. Although you can use the Helblaster wagon in any games, it isn't really designed for this and players might find it unbalances the game. When setting up a game involving an ambush of a wagon train it is important that you include a road of some sort, this is vitally important for the wagons to move along. It is best if you play your ambush with the ambusher setting up on either side of the board, and the victim setting up on one of the ends, with the road going up the centre.

MOVEMENT

The Helblaster Wagon moves in exactly the same way as a regular chariot pulled by two warhorses. To summarise, it moves independently in the same way as a large monster or individual character model, it cannot make a march move, but is obviously unaffected by penalties for wheeling or turning as such manoeuvres are unnecessary. Like a chariot, a Helblaster wagon cannot cross over obstacles or difficult terrain. If the Helblaster Wagon is forced to cross terrain it cannot cross it automatically sustains D6 strength 6 hits.

As the Helblaster Wagon is pulled by two warhorses it will normally move 8" per turn. Should one warhorse be slain the wagon can still move 4".





As the Helblaster Wagon is a weapon of subterfuge, the wagon that carries it must look just like the average every day wagons that traverse the roads of the Empire everyday, the only way to do this is to use an every day wagon. This means that the Helblaster Wagon doesn't benefit from the special suspension and armoured wheels used on War Wagons, that allow them to move over open ground. Because of this Helblaster wagons must stick to the roads. If the Helblaster Wagon is forced off the road or if the player wishes to move it off the road, the Helblaster Wagon then moves by rolling the Artillery Dice. The wagon moves the distance indicated on the dice. Half this distance if one of the Warhorses has been slain. If you roll a 'MISFIRE' then something catastrophic has happened. Roll a D6 on the chart below:

D6	Result
1:	One of the wheels shatters as it hits an unseen rock. The wagon teeters on the edge for a moment and tips over, crushing the crew and smashing the volley gun. Remove it from the table.
2-5:	The Helblaster Wagon is stuck in a rut. It is immobilised for the rest of the game.
6:	The rocking and jarring has ignited all the gunpowder in the Volley gun. All nine barrels burst into flame, sending all nine cannon balls off in a direction established by rolling a Scatter Dice. If any units, friend or foe lie within the Volley guns range and line of fire, roll the Artillery Dice nine times and add the result, ignore further misfires (these are misses and cause no casualties) and work out damage on the target as normal. The Volley gun, Helblaster Wagon, and crew are blasted to pieces.

If the Helblaster wagon moves off the road then it may not move and fire. The crew are too busy hanging on as the wagon bounces and bumps its way along the rough ground. In addition the Volley gun may not fire in the following turn, as the crew are too busy checking and preparing the weapon to fire when the Helblaster Wagon comes to a halt whether by choice or something beyond the players control. This applies even if the Helblaster wagon is back on the road.

FIGHTING THE HELBLASTER WAGON

The Helblaster Wagon fights in hand-to-hand combat in the same way as a chariot. The Helblaster has a crew of four, three gunners and one driver. Enemy models attempting to fight against the Helblaster Wagon in hand-to-hand fighting always compare their weapon skill against that of the crew. If the crew are all slain the Helblaster Wagon's weapon skill counts as zero.

Hits from shooting and hand-to-hand combat are randomised between the Helblaster wagon, the crew or the horses as shown on the chart below. For each hit scored roll a separate dice and then resolve damage against the part of the Helblaster Wagon that has been hit. In the case of the crew randomise hits between surviving crew members.

Shooting		Hand-to-Hand	
1	Crew	1	Wagon*
2-3	Warhorse	2-3	Warhorse
4-6	Wagon	4-6	Crew

* Large monsters roll a further D6, 1-4: Hit wagon as normal. 5 or 6: Hit the Helblaster, roll for damage against the Helblaster

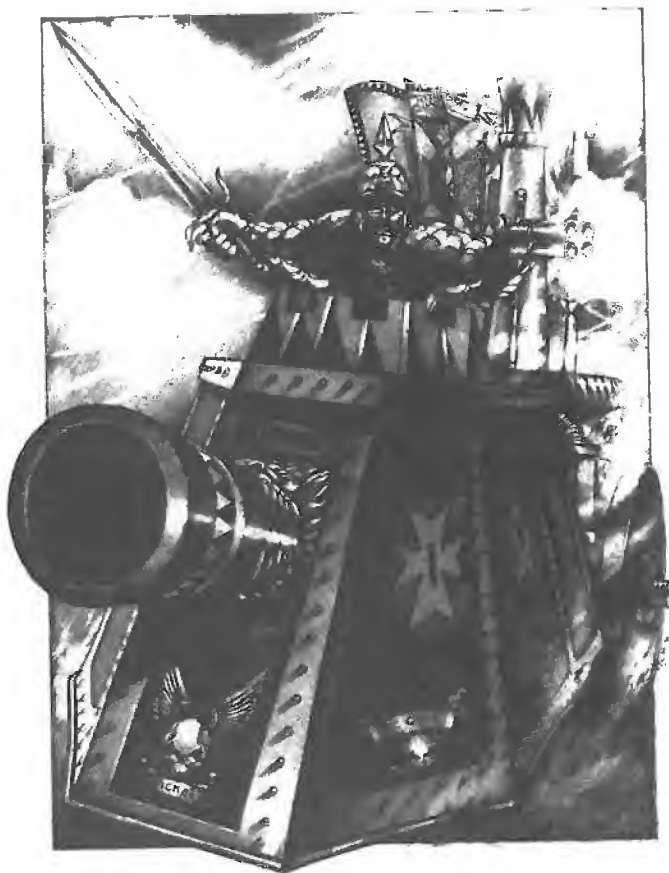
The Helblaster Wagon has its own toughness value, wounds and other characteristics as shown below. Profiles for the crew and warhorses, have also been included for convenience.

The Volley gun itself is a solid device built from iron and brass. They are difficult to destroy, although a hit from another war machine or large monster may be sufficient to cause damage. Its profile has been included below for use with attacks from war machines and large monsters.

	W	S	BS	S	T	W	I	A	Ld
Helblaster Wagon	-	-	-	5	6	3	1	-	-
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Volley Gun	-	-	-	-	7	3	-	-	-

LOSS OF CREW

The Helblaster wagon requires a full crew of four to work properly. If one crewman is slain then the remaining crew can just about cope without reducing the rate of fire or slowing the wagon down. If two crewmen are slain then the Helblaster must, either stop moving. In which case the rate of fire is unaffected. Or one of the crew can drive the wagon, while the other operates the gun by himself. In which case the rate of fire is reduced. When the gun fires the crew man must spend an entire turn preparing to fire again, reducing the weapon's rate of fire to once every other turn. If three crewmen are slain then the remaining crewman may either drive the wagon or fire the volley gun at the reduced fire rate of fire, as explained above. If all crewmen are slain, and assuming the Helblaster Wagon can still move, the model is moved 2D6" randomly in it's own side's movement phase. Roll a scatter dice to establish the direction taken and 2D6 to determine the distance moved. If



you roll a double for distance then the horses collapse from exhaustion and the model is removed from the battle. Otherwise the Helblaster Wagon is moved as indicated and if it collides with troops it comes to a halt and a round of hand-to-hand combat follows just as if the Helblaster wagon had charged. This procedure is the same as for ordinary chariots as described in the Warhammer rulebook.

The Helblaster Wagon can sustained 3 wounds as shown on its profile. Should the Helblaster Wagon take 3 wounds it is destroyed and the model removed from battle. The warhorses are assumed to be slain or incapacitated, but any surviving crew may fight on foot, or join other Volley Guns as spare crew.

HELBLASTER ATTACK

Helblaster Wagon attacks are the same as chariot attacks. To summarise, the Helblaster Wagon has three types of attacks: attacks from the Helblaster Wagon itself, attacks from the Warhorses and attacks from the crew. Attacks from the Helblaster Wagon only apply when the Helblaster Wagon charges, crushing enemy beneath its wheels and knocking foes to the floor. The strength of the Helblaster Wagon is 5 as shown on its profile, this is two less than a standard chariot to take into account that the Helblaster wagon is only a normal wagon and not really designed for war.

When the Helblaster Wagon charges it automatically causes D6 hits. These attacks are made first before the attacks from either side. Note that the hits are inflicted automatically, there is no roll required to hit. All hits from the War Wagon are worked out using the Strength of the Helblaster Wagon itself, i.e. 5. The warhorses have their own attacks and these are resolved in the normal way.

All the crew may fight against any enemy in contact with the Helblaster Wagon, whether to its front, rear or sides. They strike blows in normal initiative order, and attack first during a charge, exactly like other warriors. All the crew are assumed to have swords.

FLEE AND PURSUIT

Helblaster wagons flee and pursue exactly like chariots and other troops. If broken in hand-to-hand combat and forced to flee they move 3D6" with two horses, 2D6" with one. If caught by pursuers they are destroyed. Similarly, they pursue fleeing enemies at the same rate, and will destroy them if caught.

WAR MACHINES AND HELBLASTER WAGONS

As with chariots, when you are firing at a Helblaster Wagon with a stone thrower, or any other weapon which has a template to represent its effect, it is possible to hit the horses, the Helblaster Wagon, or the crew depending on the position of the template. Position the template normally. Each part of the Helblaster wagon is treated as a separate target, so the Helblaster wagon/warhorses/crew are potentially hit if these actual models are within the template area. Treat each crew member, warhorse, and the chariot body as separate targets, just like single models in a unit.

THE HELBLASTER VOLLEY GUN

The Helblaster Wagon carries a modified Helblaster Volley Gun. It is mounted in the back of the wagon on a wooden turntable that allows the Volley gun to shoot in any direction, including over the horses heads. The volley gun follows all the rules for a normal Empire Helblaster Volley gun, as printed in the 'Empire' Warhammer Armies book. In addition to this, as long as the Helblaster Wagon stays on the road it can move and fire.

CONCEALMENT

The Helblaster Wagon is designed to accompany wagon trains so that it is completely undetectable by potential ambushers. At the beginning of the game the Helblaster comes onto the table in a train of one or more wagons. To account for this any Empire player, whose army contains a Helblaster Wagon, may have additional wagons in their army to accompany the Helblaster Wagon. These wagons cost no points and the Empire player may include as many or as few as they like. But the player must have the appropriately painted citadel miniatures.



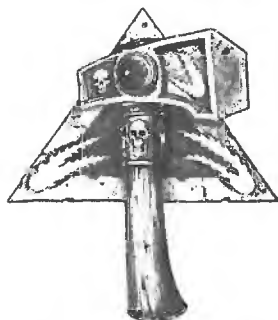
Although it may be obvious to the players which of the Empire models is the Helblaster wagon. The real Helblaster Wagon would be indistinguishable from the rest of the wagons in the train. If the enemy player wishes to shoot at the Helblaster wagon while it is concealed, then before the enemy player rolls to hit or guesses range etc. The Empire player should roll a dice for each unit, stone thrower, etc. wishing to fire on the wagon train. To randomly determine which of the wagons, including the Helblaster Wagon, the enemy player can shoot at. The Helblaster Wagon is revealed as soon as it fires or is engaged in hand-to-hand combat. A revealed Helblaster wagon may be targetted and shot at in the normal manner.

WAGONS

The following rules allow the Helblaster Wagon to be used in Warhammer battles in the manner it was intended to, escorting wagons, stage coaches and important cargoes along the roads of the Empire. Its main asset is to remain hidden among the wagons it escorts until a threat emerges. It is inevitable then that in a battle the wagons are going to end up involved in the combat. So what follows is a set of rules that allows wagons to be used in a games and scenarios involving ambushes and Helblaster Wagon's, not as weapons of war. But more as an objective for the Empire player to achieve. For instance each wagon could have a number of victory points attached to it that the ambusher gets for destroying it, and the Empire player gets for each undamaged wagon at the end of the battle or for getting the wagon of the end of the table.

MOVEMENT

A Wagon moves in exactly the same way as a chariot (see Warhammer rulebook). With the following exceptions: The wagon must stay on the marked out road, if the wagon is immobilised or destroyed it is assumed to have skidded off the side of the road. Wagons never charge. If they come into base-to-base contact with an enemy unit who haven't charged them, i.e. a unit which is barricading the road, then it comes to a halt and a round of hand-to-hand combat follows just as if the Wagon had charged.



Wagons are usually pulled by any old steeds the wagoneer can get hold of, everything from mules to old warhorses that are long past their prime. The important thing to know is that the steed has no fighting value whatsoever, so to simplify things the characteristics of the wagon and the steed have been combined. When a wagon loses it's first wound, this absorbed by the wagon and it may carry on as usual. The second wound reduces the wagons movement by half. The third wound destroys the wagon.

FIGHTING WAGONS

Enemy models wishing to fight a wagon in hand-to-hand combat always compare their weapon skill against that of the crew. If the crew are all slain then the wagons weapon skill counts as zero.

Hits from shooting and hand-to-hand fighting are randomly allocated between the wagon and the crew as shown on the chart below. For each hit scored roll a separate dice and resolve damage against the part of the wagon that has been hit. In the case of the crew, on wagons the crew counts as being one creature with D6 wounds, representing D6 people. At the beginning of the game roll a D6 for each wagon, the number rolled is the number of wounds the crew have and the number of attacks that they have, everytime the crew take a wound the number of attacks are reduced by one.

Place a dice on the wagon showing how many wounds the crew has at the beginning of the battle and adjust it as the crew lose wounds during the course of the battle. When the crews wounds are reduced to zero the wagons horses have no inclination to continue now that there masters have gone, they pull up at the side of the road and start eating the grass! The wagon is effectively destroyed and removed from play.

Shooting		Hand-to-Hand	
1-2	Crew	1-4	Crew
3-6	Wagon	5-6	Wagon

	M	WS	BS	S	T	W	I	A	Ld
Wagon	8	-	-	5	5	3	1	-	-
Crew	4	2	2	3	3	D6	3	D6	7

The crew always has the same amount of wounds as it has attacks, if the crew is wounded adjust the attack characteristic.

WAGON ATTACK

If a wagon finds itself in base-to-base contact with an enemy unit that hasn't charged the wagon, then wagon attacks in the same way as a chariot attacks. To summarise, the wagon has two types of attacks: attacks from the wagon itself and attacks from the crew. Attacks from the wagon only apply if a wagon finds itself in base-to-base contact with an enemy unit that hasn't charged the wagon. The wagon counts as if it had charged. The wagoneer does his best to drive straight and stick to the road and hopefully break through the unit. Fortunately for the wagon, this relentless drive crushes enemy beneath its wheels and knocks a good number of foes to the floor





The strength of the wagon is 5 as shown on its profile, this is two less than a standard chariot to take into account that the wagon is not designed for war.

When a wagon charges it automatically causes D6 hits. These attacks are made first before the attacks from either side. Note that the hits are inflicted automatically, there is no roll required to hit. All hits from the War Wagon are worked out using the Strength of the wagon itself, i.e. 5.

All the crew may fight against any enemy in contact with the wagon, whether to its front, rear or sides. They strike blows in normal initiative order, and attack first during a charge, exactly like other warriors. All the crew are assumed to have clubs, barrel staves, crowbars or other suitable hand weapons.

FLEE AND PURSUIT

Wagons never flee, there is no where for them to go. If a wagon is forced to flee, it is destroyed just as if it's pursuers had caught up with it. Wagons never pursue for the same reason as they don't flee. But if they catch up with the fleeing unit in the wagons next movement phase then the fleeing unit is cut down and removed in the normal manner. Even peasants have a sense of vengeance.

WAR MACHINES AND WAGONS

When you are firing at a Wagon with a stone thrower, or any other weapon which has a template to represent its effect. As long as the centre of the template lies over the wagon, then simply roll to see where each individual hit lands on the shooting chart above. Resolve damage against the part of the wagon that has been hit.

REMOVAL OF DESTROYED OR DISABLED WAGONS

When a wagon is destroyed or disabled it is usually removed from the table. But some players might feel that removing a great big lump of wood from the table is depriving the of vital cover and defences. I would leave it up to individual players to decide whether they want to remove destroyed wagons. You could come up with your own ruling. Like if a wagon is blown up by a Cannon, then remove it. But if it has just lost it's crew then lie it on its side. Its entirely up to you.

ARMY LIST ENTRIES

HELBLASTERWAGON.....120 points per model
The Helblaster Wagon is a war machine you army may include any number of Helblaster Wagons As long as the total points value doesn't exceed your 25% allocation for war machines in your army.

	M	WS	BS	S	T	W	I	A	Ld	Save
Helblaster Wagon	-	-	-	5	6	3	1	-	-	None
Warhorse	8	3	0	3	3	1	3	1	5	None
Crew	4	3	3	3	3	1	3	1	7	6+
Volley Gun	-	-	-	-	7	3	-	-	-	None



WAGONS.....Free

Wagons may be included in any games, where both players agree to using them, at the end of the game the Empire player receives +1 victory point for each wagon that is undamaged or safely off the table. The enemy player receives +1 victory points for each wagon that is immobilised or destroyed.

	M	WS	BS	S	T	W	I	A	Ld	Save
Wagon	8	-	-	5	5	3	1	-	-	None
Crew	4	2	2	3	3	D6*	3	D6*	7	None

* The crew always has the same amount of wounds as it has attacks, if the crew is wounded adjust the attack characteristics appropriately



HELBLASTER WAGON CONVERSION

The Helblaster Wagon conversion is a fairly simple one, to make the conversion you will need two large fantasy carts, a Helblaster Volley gun, four plastic wheels, the solid wooden type and a War Wagon haft and yoke. The solid wheels are optional you can use the spoked wheels that come with the carts but I think the other type give it a more robust feel. The War Wagon haft and yoke are optional, you can use the haft that is attached to the fantasy carts.

Take the bottoms of the two fantasy carts and remove both the axles on the left side of one cart and the right side of the other. File the cuts flat so that they lay flush with the rest of the cart. The two bottoms should sit side by side to give a large square wagon bottom. These should be pinned and glued together to give a strong join. The best place to pin the two bottoms together is the round area where the axles used to be.

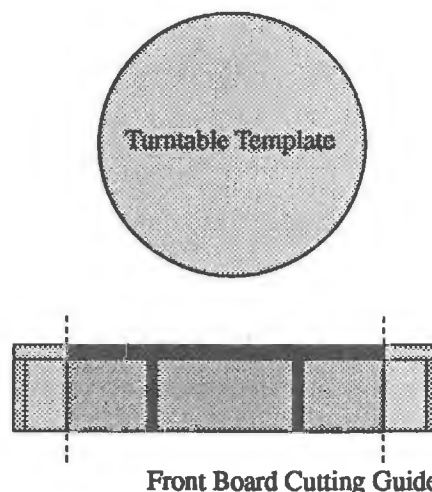
The next stage is to take two of the cart sides and glue them to the outer edges of the cart as if you was making the normal cart. Take the third side and trim it down with a saw and file until it fits between the two sides at the front of the wagon. If you are using the War Wagon haft and Yoke then simply cut off the fantasy cart's hafts and attach the haft and yoke to the front as you would for a normal War Wagon.

The turn table for the helblaster wagon was made out of 3mm thick foam board, although any suitably thick material will suffice, say balsa wood or mounting board.

Simply cut the foam board to the right size using the template provided below. Give the top of the turn table a wood effect by making two or three deep 'v' shaped grooves to simulate the planking and simulate the grain by making loads of fairly deep score lines in the same direction as the planking.

The steel rim to the turn table is made using plasticard, cut a long strip of plasticard about 3mm wide. Use a sharp modelling knife to give the strip smooth edges. Take the strip and drag it over the edge of a table with square edges, so as to encourage the strip to curl up. Then apply a thin coat of superglue to the inside edge of the curled strip. Wrap the strip around the turntable. Don't worry if the strip over laps, use a sharp modelling knife to cut the excess off, and a little extra superglue to seal the join.

HELBLASTER WAGON TEMPLATES



When the join is dry you can file it flat to get a smooth finish. To attach the turntable to the wagon take one of the solid wooden wheels and slice the top and bottom off at the support struts that span the planking, this should leave you with the centre of the wheel with the support struts and two segments. Glue the segments to the bottom of the cart so that the turntable sits on top of them (these represent the gearing used to rotate the turntable). Glue the turntable on top of the segments.

To make the volley gun itself, take the base and cut tail off at the second metal ring. The volley gun doesn't use wheels to stand on, instead take the two fronts for the fantasy carts and make a whole large enough for the Volley gun axles to fit in. Glue these on the Volley gun axles so that the Volley gun sit flatly on the turntable. Use a piece of the discarded Volley gun tail to raise the back end a little and glue the Volley gun to the turntable. Paint in the colours of your chosen Empire State and your Helblaster wagon is ready to roll.



SPACE HULK

UNSEEN ENEMY

New Set Up Rules for Space Hulk by Ian Pickstock

Space Hulks have menaced imperial space since the very beginning of interstellar travel. The original ships thrown off course by warp storms and malevolent warp entities may emerge from the warp thousands of light years away and millennia out of their time. Most don't even resemble their original form and serve as makeshift interstellar rafts for raiding Orks or Chaos renegades. But a small few have been used as scouting parties by a race of aliens that poses the greatest threat to humanity since the Horus Heresy, the Tyranids.

Any of these malformed hulks which fall in the path of the Tyranid Hive Fleet Kraken is filled with the Tyranids most notorious and intriguing Bio-constructs, the Genestealer. These hulks are sent back into the warp to emerge at a suitable world, where hopefully a few curious inhabitants will come and investigate. They board the Hulks hoping to find riches and glory beyond their wildest dreams only to return home with a gift beyond the nightmares of even the insane.

One of the duties of the Space Marine Chapters is to keep a constant vigilance for these abominations and cleanse them before any foolish citizens get the whiff of riches in their nostrils.



For the most part these hulks contain nothing except a few old artefacts and maybe some STC templates. But there is no way of knowing this, the hulks no longer resemble the original ship and indeed one hulk is usually made of several ships. As no hulk is the same any attempts to document the labyrinthine corridors and rooms defy understanding especially when the layout changes every time it collides with even the smallest bit of space debris. In fact that's all some hulks are; large collections of space junk dumped 'out of system' by some planets with refuse problems, and then stolen by a band of marauding Orks who think they've bagged a fine 'kroozer'.

The only way to deal with this problem is to send Space Marines armoured with the revered and formidable Terminator Armour 'into the unknown' to explore the labyrinth. Though they are equipped with bio scanners which give them a vague idea that something living is in the vicinity, it could be anything from a harmless vacuum sponge to a full blown Genestealer or Traitor Terminator. Warriors need nerves of steel to cope with the tension on board space hulks, the Space Marines bio-altered reflexes make them perfect for the job.

The following rules allow Space Hulk to be played with so much realism that you can see the tension building in the players faces, as the rules may seem complex, I will tell you the bones of it now so you have an idea what is going on. The game is played on a plain grid, this represents the Terminator holo display and the blips move about this to show where the hostiles forces are. The only corridor sections placed down are the ones illuminated by the Terminator suit lights, and in a dark dark hulk you'll be lucky to see over ten metres.

It's very simple idea but once mastered it makes for a really good game, where the players actually experience the tension and exhilaration felt by real Space Marines

THE RULES

When playing Space Hulk at the moment the board is set up and the Space Marine player can sit back for a few minutes and plan their strategy, deployment and generally get a good idea how they are going to win the game. Unfortunately this is a luxury which real Space Marine Commanders don't get and with this new way of playing Space Hulk, you don't get either!

Bio Scanners and Suit Lights

With the Terminator armour's bio scanner the Space Marines can pick up the life signs of biological units, these show up on a holo display with the approximate size and geometric location as a 'blip', they can also see directly in front of them with their own eyes and with the aid of special halogen lamps built into the Terminator armour. But in the dusty distorted corridors of a space hulk the visibility can be anything from perfectly clear to only a few feet.

Board Construction and Set up

To represent this suspenseful situation of not knowing what is around the corner or if indeed there is a corner, you need to play Space Hulk on a special table marked out with a grid consisting of 30 x 30mm squares, the same size as those used on the Space Hulk board pieces, this grid represents the holo display of the Space Marine Terminators. I use two or three sheets of black mounting card (approx. £1 to £2 per sheet depending on thickness) and draw the gridlines on with a gold or silver marker pens. Down each side of the board you should write numbers starting at 0 in the corner, so you can obtain grid references to help you mark out where the corridors should be. On this grid are placed the blips where they should be but without the corridor sections. Before the game begins the GM must decide whether you are going to use an existing mission or invent your own layout, whatever the case it is a good idea to have a copy of the map drawn out on squared paper with numbers up the side that correspond with those on the grid-board. If you do decide to invent your own layout, It is a good idea to use your own missions, because if you use a published mission the Space Marine player might guess which mission it is and this destroys the whole point of playing the game this way. You should always lay the board out before the game to check you have enough of the right pieces, once laid out draw the map on to squared paper.



NOTE: In Stealer vs Space Marine games the stealer player should act as GM as he will know the layout of the hulk by using the Genestealers brood telepathy, only in Space Marine vs Space Marine games should an independent GM be used.

Playing the Game

Now you are ready to play, the GM should take the Terminator deployment zones, corridors, rooms or whatever and place them on the grid board in the relevant places that correspond with the rooms location on the map. These corridors represent all the Space Marines can see with their armour lights at the start of the game, as the Space Marines move and expend AP's or CP's the GM places more corridor sections and rooms on the grid-board in places that correspond with their location on the map. A Space Marine can normally see the section he is standing on. If the model is on a square that is adjacent to and facing an unplaced board section then he can see that section also and the GM must place it on the grid-board.



NOTE: Normal 180° line of sight rules apply, so if a model is a square adjacent to an unplaced section but has his back to it then it isn't placed on the grid-board.

The stealer player moves his blips around the grid board without the corridor sections, rooms etc. being in place. But he must still move around the board as if the corridors sections were in place. He can't, for instance, cut straight across the board heading for the nearest Space Marine unless there is a corridor there. The Stealer player will find it easier if they plan their moves on the map then move the blips on the grid board to the relevant grid locations. If a corridor section is placed on the grid board and the Stealer player is found to have made a mistake then those blips outside the corridor are lost.

SPECIAL RULES

Removal of Board Sections

An optional special rule which both players must agree on to use is the removal of any corridor sections or rooms which are no longer in LOS of any of the Space Marines. At the end of the Space Marine turn the GM should look to see which corridors the squad can no longer see. The GM should take Space Marine LOS as 180° for these purposes. I would only use this rule after playing a couple of games to gain experience.

Blind Firing

Space Marines players may expend AP's and CP's on shooting at blips which they may think are in their Line of Fire. The Space Marine player nominates which blip he is firing at. Normal rules for range count, as normal simply count the number squares to the target using the squares on the



grid-board. The GM should then look on the map to see if the blip can be hit or if another target is in the Space Marine's Line of Fire. Even if there is no target the Space Marine player still rolls to hit. The Space Marine player then rolls the relevant dice for the weapon and the GM should tell the player if he has caused a kill, if he hasn't then the GM should simply say "Nothing happened" and let the Space Marine player draw his own conclusions, as there is a number of circumstances which might lead to the shot doing no damage- The shot might of bounced off harmlessly, there could simply be a wall intervening the Space Marine Line of Fire. There are any number of reasons but it is important, if the suspense is to be maintained, that the Space Marine player only be told of his kills and not the reasons behind the misses. So as the Stealer player, the Space Marine player will be relying upon you to be honest. After all if you cheat, at the end of the game you win it won't be because of any tactical genius you have, it will be because you cheat! Sustained fire bonuses don't count when firing blind. If a blip is killed then so are all the models that blip represents.

Accidental Obstruction Destruction

Sometimes when shooting at blips as explained above, it is possible to destroy intervening terrain like doors, bulkheads, cargo etc. If a piece of terrain lies in the Space Marines Line of Fire then the GM should count the shot as if it was fired at the terrain. The Space Marine player rolls to hit as normal, if achieves the correct scores on the dice, then the GM should inform the player that they have destroyed a door, bulkhead, cargo etc. If the player doesn't roll enough then the GM should simply say "nothing happened" as before. Any board sections that the terrain is on are revealed in the blast, the GM should place the relevant sections on the grid-board. This may result in rooms or corridors being placed on the board without the intervening connecting corridors.

Section Effect Weapon

If the Space Marine player fires with a section effect weapon into an unexplored area then the Space Marine player should be very careful. If the section next to the one currently explored contains a wall or bulkhead which intervenes the Space Marines Line of Fire then the firer suffers a 'Back draft' as the grenade or flamer blast rebounds and fills the last section currently explored with blast as if it had been hit by the shot. Therefore it is a good tip to fire section effect weapons from squares adjacent to new board sections so it can be revealed or fire from the section behind the newest one if range allows. With any blind shots from flamers, plasma or crack grenades/missiles the effected section is automatically revealed in the blast and placed on the grid board. This may also result in rooms or corridors being placed on the board without the intervening connecting corridors.

Blip Conversion

Blips may now no longer be converted to models voluntarily, they can only be converted when they enter Space Marine LOS or as explained below.

Overwatch

When on overwatch Space Marines are ordered to fire upon anything visible that moves, so therefore Space Marines on overwatch may only fire at models that are on the board sections.

Genestealer Ranged Weapon Firing

Any Genestealer models with ranged weapons may fire as blips as long as they have LOS to the Space Marines on the map. However Space Marines are trained to recognise the many different weapons of the enemy and can tell which blip fired and what it is, that blip must now be converted, the model remains in play until it is killed or it passes an unconverted blip in which case the sensorium tracer loses it as the two pass, in which case it may be reconverted into a blip.



Photon Launchers

Some Chapters equip some of their Terminator Armour with Grenade Launchers similar to the Captains grenade launcher, but containing special Photon flare grenades. It costs 1 AP to fire and can be fired into an adjacent board section and hits automatically, if the next section has not yet been revealed it is automatically revealed and any blips contained in it are converted. Any models Genestealers or Genestealer Hybrids in that section may do nothing until the end of the turn and suffer a -2 to their dice rolls in close combat. Any Space Marine with a Chainfist may replace it with a Power Glove with Photon Launchers at no extra cost.



MISSION ONE: SUPPLY LINES

The front line of your attack has been cut off from the rest of the force. Their supplies and ammunition are running low, unless a new supply route can be found vital spearhead units will suffer suit power failures and run out of ammunition. Mothership scans have revealed the possible existence of supply routes in another part of the hulk. Unfortunately this is a more labyrinthine section of the hulk which the mothership scanners cannot map accurately and is ideal to the Genestealer's style of close quarter fighting. Supplies are very bulky and can only be transported down the wide corridors so these must be identified and a supply route can be opened.

OBJECTIVES

Space Marine Primary Objective

The Space Marine player must reconnoitre his sector and identify all corridors that are three squares wide, this is done by dropping special coin size Tracker beacons that the mothership computer can pick up on a scanner. Each three wide board section must be identified by a tracker beacon.

Secondary Objective

The Space Marines know that the Stealers are aware that they are looking for supply routes, so the Space Marines are going to set a trap but to do this they need a large space which they can bait with supplies to lure the stealers away from the main force and ambush them.

Genestealer Objectives

The Genestealer player must prevent this by destroying all the Space Marines.

FORCES

Space Marines Forces

The Space Marine Player has two full squads of Space Marines in Terminator Armour, armed with the following:

Squad Primus

- 1 Sergeant with storm bolter and power sword.
- 1 Space Marine with storm bolter and power glove.
- 1 Space Marine with assault cannon (1 reload) and power glove.
- 1 Space Marine with storm Bolter, power glove and photon launchers.
- 1 Epistolary (level 3) with storm bolter and force axe.

Squad Secundus

- 1 Sergeant with storm bolter, power glove and photon launchers.
- 1 Space Marine with storm bolter and power glove.
- 1 Space Marine with heavy flamer (2 reload) and power glove.
- 1 Space Marine with storm Bolter and chainfist.
- 1 Space Marine with thunder hammer and storm shield.

Genestealer Forces

The Genestealer player starts with four blips and receives two blips reinforcement every turn. These are taken from the expanded blip set or ambush counters. The lettered blips represent the following Genestealer Hybrids:

- A Unarmed Level 4 psyker
- B Level 4 psyker with Laspistol and Chainsword
- C Level 4 psyker with Lasgun
- D Level 4 psyker with plasma pistol
- E Non-psyker with Boltgun
- F Non-psyker with Plasma gun
- G Non-psyker with Lascannon
- H Non-psyker with Missile Launcher
- I Non-psyker with Autocannon
- J Non-psyker with Conversion Beamer

DEPLOYMENT

Space Marines

The Space Marines start with one squad per entry area as shown on the GM's map.

Genestealers

The Genestealers may place his starting force anywhere on the three wide corridor sections. The reinforcements start at any of the marked entry areas, but only one blip per entry area.

Tracker Beacons

Any Space Marine model may expend 1 AP or CP to drop a beacon, this can be done anywhere in the rooms the Space Marine player thinks are necessary for the mission.

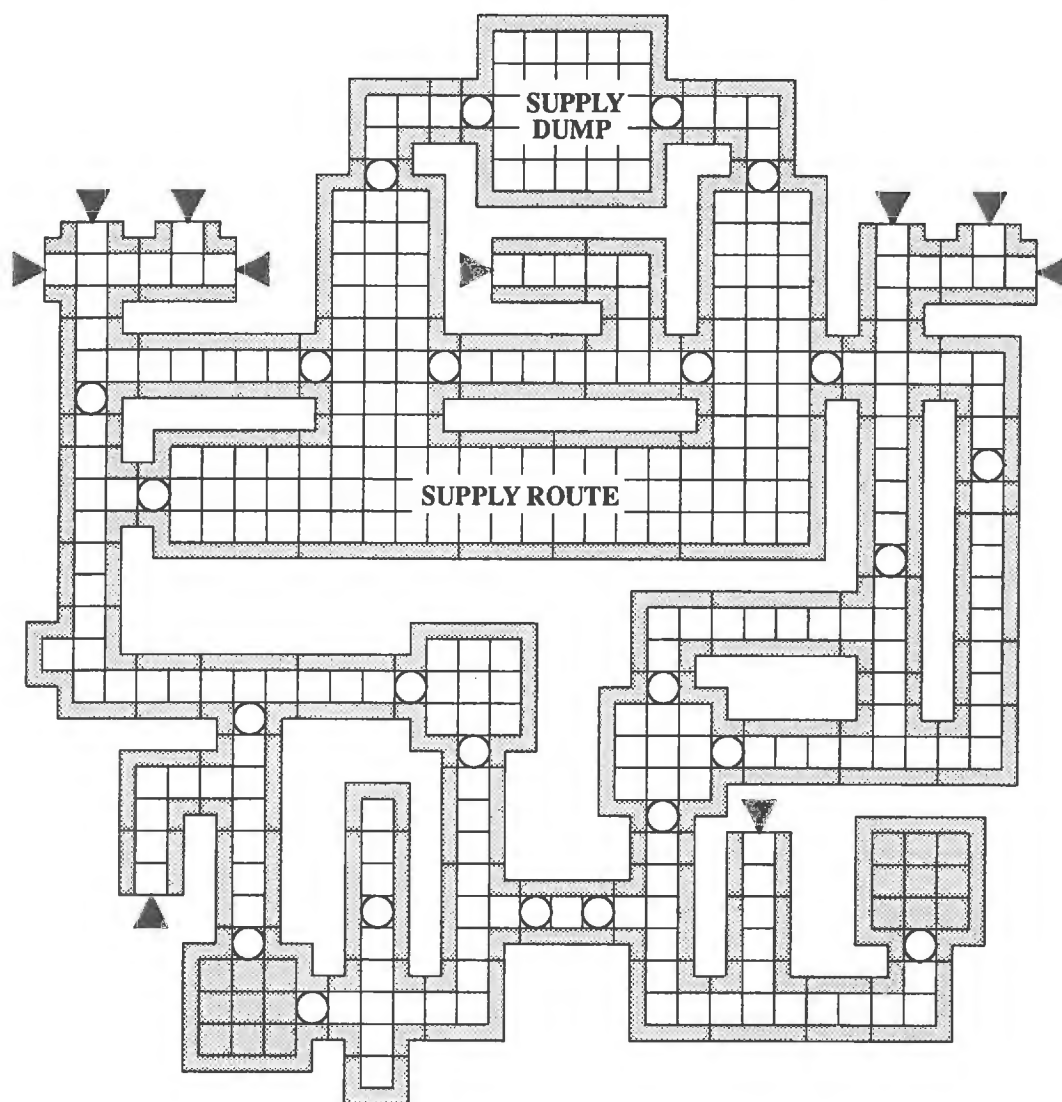
SPECIAL RULES

This game is played using the Unseen Enemy rules printed earlier in this issue of The Journal.

Both players may use the psychic cards from the Genestealer boxed set.

The Space Marine player may block Genestealer entry points.





○ Door ► Genestealer Entry Area ■ Space Marine Deployment Zone

GAMES MASTER NOTES

Setting Up The Board

I have provided the mission with a map, but it is worth bearing in mind that it is imperative that the Space Marine player doesn't study the layout. With this in mind, if you don't trust your fellow gamer then feel free, as the GM to set up the board however you like. The only stipulations being that the Marine entry areas be big enough to hold all five members of the units, the game must include 9 of the three wide corridor section and the 5 x 5 square room

Victory Points

At the end of the game the GM will have to see how many of the sections the Space Marine player has marked with a beacon, there are 9 sections in total each one marked with a beacon earns the Space Marine player 1 point plus an additional 2 points if they identified the 5 x 5 square room as a suitable supply dump. Add up the points and refer to the chart below.

Victory Points Chart

Points:	Result:
10-11:	Major Victory: An outstanding performance – all or nearly all corridors identified and a suitable supply dump found.
7-9:	Victory: Adequate performance – don't count on any promotions just yet.
5-7:	Draw: Unfortunately another squad had to finish your poor job for you. If anyone survived they should consider themselves thoroughly dishonoured.
0-4:	Defeat: You have stained your Chapters reputation by fouling up on such a routine mission.

WARHAMMER

WEATHER CONDITIONS

By Mark Hawkins

Some say that the weather rules our lives, many feel that anything more severe than light drizzle or a slight breeze is a major disaster, but in the battle filled world of Warhammer, the most trivial of weather conditions can cause even the stoutest of Dwarf warriors to think twice about his position in the battle, or force a maniacal Goblin Warlord to run and hide with the coming of a storm. Weather can quite easily turn the tide of battle, leaving the would be victor cowering in the corner.

What follows is an optional weather generating system For Warhammer, which with the aid of a set of dice can cause advantages and disadvantages to friends and enemies alike.

When starting the battle both players set up scenery and their armies as usual and roll to see who is going to make the first move. Both players then each roll a D6, add their scores together and consult the table provided.



Total of D6 Dice Rolls	Basic Weather Condition
2	Snow
3,4	Fog
5,6,7	Clear
8,9	Rain
10,11	Wind
12	Sun

This table is designed to set an overlying weather type which remains for the entire battle. Although the weather may vary during the battle, it will only change within the established pattern.

At the beginning of the first turn both players roll a D6 and add their scores together.

Consult the appropriate weather table. The table will give you all the information you need including the type of weather and the effects.

At the beginning of the second and each subsequent turn you will need to consult the paragraph below. Roll a D6 to determine whether the weather has changed at all.

If the result is a 1, the weather type changes slightly, minus 1 on the appropriate table.

If the result is 2 to 5, the weather type remains the same.

If the result is a 6, the weather type changes slightly, add 1 on the appropriate table.

If the weather type level becomes 2 on any of the tables, the weather becomes clear for the remainder of the battle.

When the weather type level becomes 12 on any of the tables, it can go no further.

If the result is a 1,2 or 3, the weather remains the same,

If the result is a 4,5 or 6, the weather type has changed, minus 1 on the table.

SNOW

Weather Level	Weather Description	Effect
2	Thaw	Weather becomes clear for the remainder of the battle.
3 to 8	Light Snow	No effect.
9	Heavy Snow	Hills and slopes become difficult to traverse, (half movement).
10	Very Heavy Snow	Hills and slopes impossible to traverse
11	Snow Storm	All terrain counts as difficult, hills and slopes impossible vision, becomes difficult, (-1 BS).
12	Blizzard	All terrain counts as difficult, hills and slopes impossible to traverse, morale becomes poor, (-3 Ld) vision becomes worse, (-2 BS).

FOG

Weather Level	Weather Description	Effect
2	Clear	Weather becomes clear for the remainder of the battle.
3,4,5	Haze	No Effect.
6,7,8	Mist	Vision becomes difficult, (-1 BS).
9	Deep mist	Vision becomes worse, (-2 BS), (-1 Ld).
10	Fog	Low visibility, (-2 BS), movement becomes restricted due to poor vision, (-1 M), (-2 Ld).
11	Heavy Fog	Low visibility, (-2 BS), poor visibility causes more movement restriction, (-2 M), (-3 Ld).
12	Pea Soup	Poor visibility halves movement. Make a leadership test at -3 Ld, any unit that fails must roll 1 scatter dice and move D3 inches in the direction indicated, Low visibility, (-2 BS), (-2 M).

WIND

Weather Level	Weather Description	Effect
2	Still	Weather becomes clear for the remainder of the battle.
3,4,5	Breeze	No effect.
6,7,8	Wind	Becomes difficult to shoot straight, with missile weapons, (-1 BS).
9	Very Windy	Shooting with missile weapons becomes very difficult, (-2 BS).
10	Strong Wind	Shooting with missile weapons difficult, (-2 BS), hitting targets with bolt throwers becomes difficult, (-1 BS).
11	Gale Force Wind	Shooting with missile weapons and bolt throwers difficult, (-2 BS).
12	Hurricane	At the beginning of the movement phase both players attempt to roll equal to or under the strength of each unit of their army, any units that fail are forced D6 inches in a random direction, determined by a scatter dice.

SUN

Weather Level	Weather Description	Effect
2	Clouds	Weather becomes clear for the remainder of the battle.
3 to 8	Bright	No effect.
9	Very Sunny	Both armies squint against the sun, (-1 BS),
10	Hot and Sunny	Both armies strain to see in the bright sunshine, (-2 BS, -1 WS),
11	Very Hot	Both armies struggle to see in the bright sun, (-2 BS, -2 WS), both armies begin to feel the effects of the heat, (-1 T.).
12	Heat wave	The intense heat causes all troops to discard parts of their armour in an attempt to cool down, unless they succeed in making a leadership test Any that fail, suffer -1 to the armour save. Roll 2 D6 for all the units in each army. If the result is a 12, the units in question are suffering from Heat Exhaustion and Take D6 Strength 2 Hits.

RAIN

Weather Level	Weather Description	Effect
2	Dry	Weather becomes clear for the remainder of the battle.
3-5	Drizzle	No effect.
6,7,8	Rain	Vision becomes difficult, (-1 BS).
9	Heavy Rain	Hills and slopes become slippery, (half movement), Vision difficult, (-1 BS).
10	Very Heavy Rain	Hills and slopes become impossible to traverse, vision becomes low, (-2 BS), ground becomes slippery, (-1 M), gunpowder weapons become impossible to fire.
11	Storm	Hills and slopes impossible to traverse, Low visibility, (-2 BS), very slippery ground, (-2 M), gunpowder weapons impossible to use
12	Lightning Storm	Hills and slopes impossible to traverse, Low visibility, (-2 BS), Very slippery ground, (-2 M), both players must roll a D6 for any units in their force carrying banners or pole arms in an attempt to roll under their strength, any unit that fails is struck by lightning and takes D6 strength 5 hits.

In conclusion

When using the Weather Conditions system it is always a good idea to keep in mind that, as in real life, the weather is highly changable and you can end up finding your opponent's most powerful characters out in the rain or your most fearsome monster not being able to hit an enemy unit because of a deep impenetrable mist.

In short, this system can be an advantage or disadvantage to friend and foe alike, but if the luck of the roll is on your side it could bring you your greatest victory.

Always try to plan your tactics to cover any eventuality and you might find fate smiling down on you.

Above all, remember that this system is an optional system and as such shouldnt be treated as an unbreakable rule in your games. Feel free to modify it in any way you see fit, if you think it will improve the system or invent your own system for weather generation. As always the choice is up to you.



SPACE MARINE®

RANDOM SPACE MARINE ARMIES

By Ian Pickstock and Gavin Thorpe

When you choose an Army using the Epic Army cards you represent the supreme commander of a large force and the Epic Army cards represent the quantities and restrictions of the force available to you. Unfortunately when fighting long campaigns, many commanders do not get a choice of what forces they fight with. This can happen for a variety of reasons, it may be that a previous battle went wrong, you may not be the supreme commander and your superiors may have decided what part of their resources is available to you or you could be like the Orks and just don't care as long as everyone gets a go at da shootin'.

Because Space Marine armies are chosen using cards, it is very simple to introduce a random element to your armies by simply shuffling the cards and dealing a set amount to the players. If you experiment by dealing yourself some test armies to see what the total points cost is for certain amounts of cards, you'll soon find that the various races have an average points value for a pre determined amount of cards, for instance the Imperial Guard starting force in the Last Stand scenario averages out at around 3000 points, but in testing I got as much as 3600 points for one army and as little as 2250 for another. Whereas if you were to play Last Stand with Space Marines you will find that three company cards and ten support cards cost about 4000 points. It is worth bearing this factor in mind when choosing Space Marine armies with a random element, although you can't predict what troops you will get, you can to some extent predict what the points value of the Army will be.

I have included the following table to be used as guide for players wishing to play Space Marine with random armies, so they can estimate the value of a random element. It shows the average value for various armies chosen by picking four company cards and discarding one of them and ten support cards.

Army:	Average Points Value:
Imperial Guard	3000
Space Marine	4000
Squats	3800
Orks	2800
Eldar	3900
Chaos	3200

There are three major considerations to bear in mind when choosing random armies.

Firstly, in order to stand a good chance of being able to use the troops dealt to you, you will have to have enough models to be able to make at least one of each of the type of company in the army of your choice. If you don't have quite as large an army as that then it is a good idea if you allow some flexibility, by dealing out extra company cards and discarding the one you don't want or haven't got the models for.

Secondly, because the random armies don't include Special cards your army is going to be rather devoid of commanders, Titans, specialist vehicles etc. With this in mind it is a good idea to allow a separate points allowance to be spent on Special cards, or simply allow the player to take certain Special cards

for free. It is entirely up to you and your opponent how you allow Special cards to be used, and it is up to you make any restrictions on Special cards for any scenario you are playing, for instance the Imperial Guard player in Last Stand isn't allowed any Titan in their starting force, as this is inappropriate for an army that is on the run from the enemy.

Thirdly, certain armies have rather more restrictive army lists than others, or have certain Support cards which can only be used with a particular Company card. For instance with Orks only Goff clans can have Lungbursta support cards. With Chaos only Greater Daemons of Khorne can have Khorne Juggers. In this case it is a good idea to separate all the specific cards, and let a player who picks say a Goff clan card swap one of it's support card for some lungburstas. Or with Chaos divide all the Minion cards into the four Chaos powers and let a player who picks say a Greater Daemon of Nurgle allow them to discard three minion cards and randomly deal three cards from the Nurgle Minion cards. With the Space Marine Legions, if the player picks a Primarch then allow them to trade in one of their other Greater Daemon cards for the Space Marine Legion.



LAST STAND

A Space Marine Scenario for Imperial Guard Armies

THE IMPERIAL GUARD OBJECTIVES

After losing a battle, the remnants of your Imperial Guard army has been forced to retreat. Having been pursued by the enemy for days, you will soon be running out of fuel and supplies. Instead of accepting your fate you have decided to fall back to some deserted defences around the city of Cragintarius and make your last stand and sell your lives as dearly as possible. Fortunately as you are digging in and reinforcing your defences, you receive orders from regimental HQ. They inform you that your pursuers have overstretched themselves, the enemy's rearguard has been smashed and a relief force is hot on the heels of the enemy. You must hold out and repel the pursuers long enough for reinforcements to arrive.

The Imperial Guard Starting Forces

As the Imperial player, you only start with the remnants of an army and have little choice of the troops in your force. To determine the Imperial Guard forces, take all the Imperial Guard company cards and shuffle them, deal yourself four company cards. Take all the Imperial Guard support cards (do not include Grey Knights unless the battle is against Chaos forces) and shuffle them, deal ten support cards to yourself. You may pick three of the four company cards and all of the support cards. In addition, you may take enough Commisars to bring the total up to a maximum of three. The Imperial Guard player may also spend an extra 900 points on fortification cards.

The Imperial Guard Relief Forces

You may spend up to 3000 points on your relief force, in the normal manner.

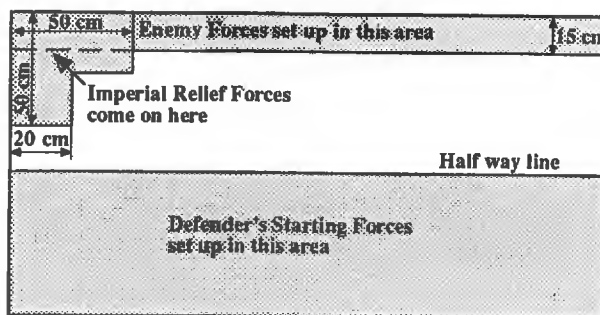


THE ENEMY OBJECTIVES

You have been in pursuit of the remnants of an Imperial Guard army. The Imperial Guard have proved elusive and have reached some deserted defences around the city of Cragintarius and are preparing to make a last stand. Unfortunately your long and protracted pursuit has left your rear exposed to attack from Imperial Guard reinforcements. A large relief force is now threatening your rear. It is imperative that you overrun the defenders and secure the defences for your own use. Otherwise your force will be smashed against the city's defences by the relief forces.

Enemy Forces

The opposing player may spend up to 6000 points in the normal manner on the army of their choice.



The Set Up

The game is played using the Assault rules, as printed in the Space Marine Battles book. The Imperial Guard player is the defender, and the Enemy is the attacker.

The Imperial Guard player should set up their starting force, fortifications, dug-in counters and hidden set up counters in their deployment zone. The Enemy player should set up all their forces in their deployment zone.

The game then proceeds like a normal game of Space Marine using the Assault rules for victory points, the attacker receives double VP's for capturing objectives and the defender receives double VP's for breaking enemy detachments. If the Imperial player achieves the amount of VP's required to win then the attackers are beaten off and the relief force polishes off the retreating attackers.

The Relief Force

If the Enemy player achieves the amount of VP's required to win the game, this indicates that the Imperial Guard relief force has arrived. The relief forces should be set up in the end phase, anywhere within 50cm of the opposing players left hand corner of the table and no further than 20cm from the table edges. The relief force may be given orders, move and shoot as normal in the following turn.

Objectives and Victory Points

When the relief force arrives the Enemy player becomes the defender and receives double VP's for breaking enemy detachments. The Imperial player becomes the attacker and receives double VP's for capturing objectives. In order to win the battle the Imperial player must now get the number of VP's required for a 6000 point army. The enemy player must get the number of VP's required for a 9000 point army.

GRAB DA TURF LADZ

A Space Marine Scenario for Ork Armies



BACKGROUND

The Imperial Guard forms the first line of defence against Chaos incursions and marauding Orks. Most of the time they have enough manpower and vehicles to deal with a threat, but on some occasions the only option is for them to hold off the enemy while Titans or Space Marines are despatched to destroy the invaders. In these situations the Army will choose a highly defensible position the enemy cannot avoid, then sell their lives as dearly as possible. The Imperial Army is highly adept at constructing fortifications in a short space of time; erecting pre-fabricated bunkers in minutes, unrolling coils of razorwire from the back of speeding tanks and digging trenches stretching for thousands of metres.

In this assault scenario one player controls a force of Imperial Guardsmen who have fortified a small city in the path of an arriving Ork army. The Orks have such numbers they are bound to win through eventually, it is up to the Imperial Commander to keep the Orks busy as long as he can, whilst inflicting as many casualties as possible. The Orks are simply trying to break through the Imperial line and establish a beach-head outside the walls of the planets capital.

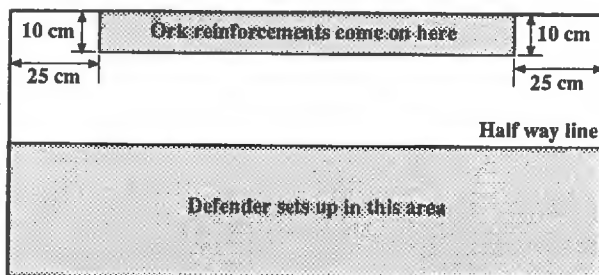
Imperial Guard Forces and Objectives.

The size of the opposing Ork army is based on the number of points spent by the Imperial player. As with normal Space Marine games the larger the force, the longer the game. An Imperial force between 4,000 and 6,000 points gives a challenging game that will last for a long evening. The Imperial player chooses a force in the same way as if he was the Defender in an Assault scenario, he may choose fortifications and normal troops cost double the number of points. He may NOT select Titans.

The Imperial player gains double the number of Victory Points usually awarded, when he destroys or breaks the Ork formations. In addition he also gains a number of victory points EACH turn for surviving. The number of victory points per turn is related to the size of the Ork force that initially starts the game.

Ork Forces and Objectives

The Ork player starts with half the number of points that the Imperial player has and chooses his force in the normal manner. For every 2,000 points the Ork player has in his initial 'strike force' the Imperial Commander gains 1 Victory Point in the End Phase of every turn. Before orders are placed at the start of the turn the Orks receive reinforcements that have just emerged from their Hulk. On the second and subsequent turns the Orks receive additional troops as detailed below. Place the Ork Clan and Special cards in a single deck and remove the Gargant Big Mob Special card. Remove the Clan specific Support cards from the deck (Goff Lungburstas for example) and place them to one side. Each turn take one of the Clan or Special cards randomly, this is your main reinforcements for the turn. You may also take a number of support cards equal to the roll of a D6 (if you roll a 6 count it as 5 Support cards) which are also dealt randomly from the deck. If your main card is a specific Clan, you may swap ONE of these cards for a Clan specific support unit e.g. Goffs swap a unit of Gretchin for a detachment of Gutrippas. Place the main card on a discard pile- you may not re-use it until the whole of that deck has been exhausted, replace the Support cards back into their deck. Units that are picked up with a Clan card are of the same clan for all purposes such as Out of Command reactions etc. All special rules apply to them. If you haven't got the right models the card is wasted and placed back in the deck or on the discard pile, as appropriate. You may take Kustom Cards for your initial forces but may not pick them for subsequent Mekboy Cards- the Orks arriving later were at the back of the queue when the Mekks were doing their rounds. There are no limits for the number of Mekboy cards, regardless of the Clan or Special card picked. The Orks get double V.P.s for capturing objectives, plus normal V.P.s for breaking Imperial troops. You can continue playing until there are no unbroken Guard units left on the table or until the Imperial player gets the number of VPs required to win the game, based on the points value of their army. How long can you last....?



Set Up and Deployment.

Use the set up instructions given with the Assault scenario rules for placing the initial Imperial and Ork forces. Ork reinforcements are placed on the Orks table edge no more than 10cm onto the table and at least 25cm from the left and right hand sides. At least seven or eight buildings should be placed in the Imperial players deployment zone.



IMPERIAL FORCES DELIVER RETRIBUTION TO THE FOUL KHORNATE RENEGADES



ALAITOC ELДАР STRIKE SWIFTLY AT BELEAGUERED SPACE MARINES



MAGIC ITEM COMPETITION

It has come to our attention that quite a few of you battle hardened gamers out there have exhausted the magic items and spells in the Warhammer Battle Magic box, and although you have found a number of them that you call your favourites, you constantly think

"I wish I had an all powerful magical sword that can do this, or a potent talisman that can do that".

Well, now's your chance!

THE COMPETITION

We are currently looking to write a feature on the kind of magic that you want to see happening in fantasy battles, and as such we have set up this competition. All you need to do to enter is rack your brains for the most imaginative and useful magic items you can think of, write them down on the form provided and send it to us at the following address.

The Journal Bunker.
Games Workshop Design Studio.
16 Castle Boulevard.
Nottingham.
NG7 1FL.



The best entries will be printed in the Journal in actual magic item format ready for you to use in your battles and any particularly splendid cards might even be published in a future magic supplement.

THE GUIDELINES

Above all, we ask that you follow these guidelines as closely as possible.

1. You may enter this competition as many times as you wish, but if you are planning on going for complete overkill and entering quite a few times, we would prefer you sent them all in one envelope.

2. Magic item cards that are sent in must be of no more than 150 points in cost.

3. Bear in mind that any spell and magic item cards sent in with an overlying theme of 'kill everything in the enemy army in one magic phase' or 'make my forces totally invulnerable to any kind of damage' do not make you very popular and are disallowed in this competition.

4. All entries must be in by 01/06/94. Any received after this date, unfortunately cannot be considered. Well, that just about covers it.

Good luck

NAME OF MAGIC ITEM: _____

POINTS VALUE OF MAGIC ITEM: _____

CAN BE USED BY: _____

DESCRIPTION OF MAGIC ITEM: _____

EFFECTS OF MAGIC ITEM: _____

YOUR NAME: _____ MR/MRS/MISS

ADDRESS: _____

_____ POST CODE: _____

SPACE MARINE[®]

KNIGHTS

Fast Moving War Machines for Space Marine by Ian Pickstock

Knights are fast-moving powerful war machines, thirty to forty feet tall and controlled by a single warrior, that fight on battlefields throughout the galaxy in the service of both Eldar and Imperial armies. Recruited from feral worlds where lesser versions of these machines are used to herd mighty Megasaurs, Knights take to the field of war alongside other members of their noble families. With their devastating visor-mounted psychic and shock lances, the mere gaze of a Knight can bring death to its enemies.



THE BIRTH OF THE ELДАР KNIGHTS

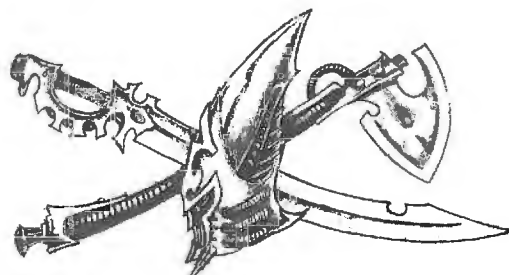
Long before the Dark Age of Technology, numerous barren planets were visited by Eldar seed ships. These inhospitable worlds were prepared for the long process of terraforming and then seeded with the essential ingredients to sustain life. The Eldar plan was to create new worlds to colonize in thousands of years time. These worlds were known to the Eldar as *Lilaethan* or *Maiden Worlds*.

As their civilisation neared its collapse, a number of Eldar groups denounced the easy decadence offered by Chaos and abandoned the homeworlds in a series of migrations they called the *Exodus*, referring to themselves as *Exodites*. These groups travelled far away and colonized the Lilaethan, determined to escape the terrible fall of their race that they had foreseen. On their arrival, the Exodites split into individual clans each led by a warrior elite.

Those who joined the Exodus came from all levels of Eldar society but were united in their determination and powerful will to survive. The Exodites were a group which had long been aware of the dangers of indulgence and hedonism by choice, they choose worlds where their life would be hard so as to avoid the trap of sloth. To a great extent, this suppressed the natural Eldar character of immense emotion and intellect, and did indeed save them from the Fall. Among the Exodites, the intensity of the Eldar nature is expressed as a powerful loyalty to their individual clans and a strong determination to achieve objectives.

The struggle for survival on these worlds was indeed grim. To enable them to deal with the harsh conditions, the Exodites converted the sleek war machines they had bought with them into tall walkers which they piloted across their new planets, tending the virgin worlds. The ruling warrior Elite gradually developed a system of status and honour which brought about the society now known as the *Eldar Knights*. Dwelling in tall keeps, the Knights strove to hasten the planets' evolution and bring life and order out of the primeval maelstrom.

After the Eldar Fall, the craftworlds sought out the colonists to offer them a place on board. The Exodites coldly told their craftworld brethren that they preferred to stay where life was simple if harsh, and dangers were obvious. Though the craftworlds and Exodite colonies trade with one another, the Exodites still maintain that the easy lifestyle on the craftworlds is dangerously close to that which brought the downfall of their race.



In order to produce the food necessary to trade with the craftworlds, the oceans of the planets were seeded with algae to form vast floating weed beds. These weed beds and the lush vegetation of the primitive jungles provided nourishment for docile brontosaurus-like herd beasts called *Megasaurs* created by the Knights through cloning and genetic engineering.

The Megasaurs in turn provided protein rich food for the craftworlds. The herds were shepherded by the Knights in their machine-bodies, protecting the megasaurs from predators and moving them from place to place to feed. On occasion Knights of different clans would clash over watering rights or border disputes, though combat took an almost ritualized form more intended to hone the Knights' skills than to bring about bloodshed.

THE COMING OF MEN

During the Dark Age of Technology, scouts from Earth travelled far throughout the galaxy seeking planets to be used as agricultural worlds to provide food for the huge hiveworlds of the Imperium. They copied the farming techniques used by the Eldar Knights already living on some of the worlds discovered. In a period referred to by the Eldar as *The coming of Men*, the Eldar and Human colonists clashed in a series of bloody wars as the Eldar Knights sought to protect their homes from the interlopers.

When these planets were cut off in the Age of Strife, they became feral worlds. A warrior aristocracy grew up on the Human worlds, mimicking the lifestyle of the Eldar clans. On many worlds, the Eldar clans resurged to win back the lands they had lost and settled into a pattern of battling and raiding both against the Humans and each other. The wealth of the noble Human houses and Eldar clans was based on their herds and much herd raiding went on. The herds were greatly reduced in size, but as the only available food source, were just as important.

While the Eldar shared their duties equally throughout the clan, the Human nobility enforced a feudal system on those below them. A sub-class of *Drovers* looked after herds, as the nobles would not soil their hands with such work. The Drovers' walkers were not, by law, armed with weapons even though they lived in constant danger from raiders and predators. This ensured that the drovers had to rely on the Knights of the nobility for protection and nullified any chance for revolt. As well as nobles, each house could field large numbers of men at arms, either mounted on horses or on foot. These were equipped much like Planetary Defence Force and Imperial Guard units elsewhere in the Imperium, though with not nearly as much heavy weaponry.

On many of the worlds, groups of artificers and technicians became the most important of the nobles' subjects. They initially simply maintained the Knights for the nobles but soon learnt to speak with one voice, threatening to withdraw their services from any Lord who failed to take heed. They styled themselves as a priesthood for the half forgotten mysteries of technology and were called *Sacristans*. As their power grew, they arbitrated between the different houses to ensure they did not wipe one another out in bitter feud. The ever present dangers of their worlds meant that the Knights couldn't survive wars of attrition and genocide, and this necessitated the use of chivalric values to settle disputes. Eventually the Sacristans on many worlds ritualized these virtues of Honour, Duty and Valour and passed on these traditions from generation to generation. With the acceptance of these values the nobles became known as *The Chilvary*.

In addition to the threat posed by hostile houses, the Chilvary had to fight constant battles against swift Carnosaurs which prey upon the herds. Hunting the Carnosaurs honed their fighting skills to a deadly art, preparing them for the periods of violent warp activity which created monstrous beasts. When such a beast was sighted, all the Chilvary would go on quests to seek out and destroy the creature before it tainted the land.

THE REDISCOVERY

Thousands of years later, the planets were brought back into the Imperium. Their value to the Imperium both as a massive food resource and as a source of born and bred warriors. The Administratum were quick to recognise these assets and immediately set about rediscovering the rest of the long lost agriworlds. To their delight, they found that two in three of the originally settled worlds were still occupied by Humans working along very similar social lines. The remaining worlds were either occupied by both Eldar and Human Knights of held exclusively by clans of Eldar Knights with strong links to the craftworlds, trading natural raw materials for technology.

Often a Knight world would be affiliated to a Titan forgeworld, producing food for it, while the Sacristans would come under the control of the Adeptus Mechanicus. Often Knight worlds were left with a large degree of autonomy, required only to produce food and obey the call to arms when given.

The Imperial cult was introduced in a such a way that the Chilvary could be called on by the Imperium to enter a *crusade*. Old rivalries forgotten, the Knights (especially younger ones) would form family units to fight with Titan Orders or the Imperial Guard.

Young knights sometimes don't have their own armour, but train on that of their father. When fighting a crusade they are given their own armour, built on a Titan forgeworld. Once they return home they are able to keep their armour and form their own house.



KNIGHT SUITS

Knight suits are similar to Titans in that they are controlled through a direct mind link. Imperial Titans are imprinted with a feral personality, which must be dominated by the Princes in order to control the machine. The Titan's personality is there to handle all the mundane tasks in operating such a machine, like balancing and walking, leaving the Princes free to concentrate on more important things.

Eldar Knights

The Eldar Knight suits operate in a similar way to the craftworlds' Aspect Armour. Each Eldar Knight suits contains a spirit stone which acts as a buffer and stores all the pilots feelings, his passionate excitement and desire to satiate the dark side of their nature. When the pilot leaves the Knight suit it is like waking from a bad dream, which quickly fades from memory, leaving the Knight free to pursue other tasks in the clan. As the Knight suit is passed on from Knight to Knight the spirit stone stores all the experiences of previous wearers. These experiences supply's the personality for the machine which is shared with each and every pilot. When the lone Eldar pilot links to the Spirit Stone, he becomes part of machine-warrior that has been fighting a constant war for thousands of years, the whole machine, pilot included pulses with the desire to destroy and shed blood. The spirit stones in Eldar Knights are often ancient artifacts dating back to the time of the Fall and contain the souls of many long dead heroes. This makes Eldar Knights strange characters often speaking in archaic tongues and referring to past ages with unnerving familiarity.

Each Eldar Knight is equipped with a psychic lance mounted in the Knights visor, the psychic lance is a derivative of the lance used on the Maiden Worlds to herd Megasaurs. Each lance consists of a crystal linked to the Knights spirit stone. The spirit stone uses the crystal to focus all it's pent up psychic anger into a single blast that can overwhelm targets brain and turn them into gibbering imbeciles. The psychic lance is also particularly effective against daemons and warp entities, destroying their control over the material universe, and banishing them back to the warp.



Human Knights

Human Knight suits do not have a permanently imprinted personality. Instead the Knight has a *throne*, which is imprinted with aspects of his own personality. The throne is plugged in to the armoured Knight suit and may be transferred from one Knight suit to another, though this rare occurrence usually only undertaken if the old suit is damaged beyond repair or a Knight passes his old suit to a younger relation. Imprinting your personality is a lengthy, sometimes dangerous, business. It has become a rite of passage for young nobles - this is how they become an adult. When he is old enough, a noble son who wishes to become a Squire undertakes a *vigil* in the family's chapel or sacristy, remaining seated in the throne throughout the long night. He is surrounded by the ancient thrones and battle banners of his forefathers which are kept in the sacristy, reminding him of the long traditions of honour and chivalry he is expected to maintain.

When a noble dies, his throne retains some of his character. Nobody else can use it to control their suit until they have overlaid their personality onto the throne. It is still possible however, to communicate with the personalities in the throne. Thus they are often kept in the family's sacristy, a direct link with the ancestors of a noble house. It is the height of dishonour to deny a family the opportunity to salvage the thrones of any Knight who have fallen in battle and the family will go to any lengths to get them back.



Though there are many different designs of Knight suit, a common feature to all is the *lance*. The lance is a short ranged weapon developed from devices used to herd Megasaurs. To affect the dull nervous systems of Megasaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous energies in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights visor, a practice that has given Knights a reputation of being able to kill with a single glance.





SPACE MARINE RULES FOR KNIGHTS



FORMATION

Detachments of Knights must follow the formation rule. No Knight in the detachment may be further than 6cm away from another Knight. If for any reason the Knights become separated by further than 6cm, then they must assume an acceptable formation next time they move. The Knights may stay out of formation so long as the detachment doesn't move.

ORDERS PHASE

Detachments of Knights are given orders in the Orders Phase exactly like normal troops. Knights follow the normal turn sequence for moving and firing as printed in the Space Marine rulebook.

MOVEMENT

Knights move in exactly the same way as vehicles i.e. Knights with advance orders can be moved up to their speed value as noted on their profile. Knights with charge orders may move up to double their speed value.

Terrain

Just like Titans, Knights are unable to move through some types of terrain, while some terrain will slow them down. Because of the Knights smaller size, they are a lot more flexible and can move with greater ease than Titans.

One notable exception from Titans is the Knights ability to move through woods normally, many of the Maiden Worlds are covered in forests and the pilots childhood within the forests lend a sort of affinity with trees to their Knights personality. The ability of the Knight pilots to move through close terrain is one which Titan princeps would love to learn, but their Titan personalities never seem to grasp it to the full.

The restrictions incurred by various terrain is indicated on the terrain chart below. The modifiers to hit are the same as those printed on the terrain chart in the Space Marine rulebook but have been included here for convenience.

KNIGHTS TERRAIN CHART

TERRAIN TYPE	TO HIT	KNIGHT
Buildings/Trenches/Bunkers	-2	Impassable
Foxholes, rocks, rubble, craters, broken ground	-1	No Effect
Hill	0	No Effect
Marsh	0	Difficult
River	0	No Effect
Woods	-1	No Effect

Difficult: The terrain is crossed at half move rate.

Impassable: It may only be crossed if the terrain is lower than the knee height of the model and the Knight doesn't end his move on the Terrain.

FIRING

Knights fire in exactly the same way as normal vehicles. Knights with first fire orders may fire in the first fire segment, Knights with advance orders may fire in the fire in the advance fire segment and Knights with charge orders may not fire at all.

Knights follow all the rules for range and LOS as printed in the Space Marine rulebook and fire their weapons as if they were vehicles.

CLOSE COMBAT

Just like vehicles, if Knights have Charge orders they move up to double the distance printed on their speed value and may enter close combat. To enter close combat the Knights must move into base-to-base contact with an enemy unit. All Knights have a special lance attack which is dealt with in a special way. If the Knight detachment charges into close combat then it receive the benefit of using their lances (see below). If the Knights allow themselves to be charged, then the close combat is resolved in the usual way as if the Knights were vehicles and using their Close Assault Factor.

Imperial Shock Lance

The shock lance is used by Human Knights to deliver high voltage electromagnetic shocks to enemies they are close assaulting. The engines of the Knight suit are fitted with huge dynamos, as the Knight builds up speed, literally charging into combat, the dynamos revolve, storing electric charge in capacitors mounted in the Knights visor. When the Knight enters close combat the charge in the capacitors is so great it can do nothing but earth itself, usually via the enemy troops, delivering a devastating electric shock which burn infantry to the bone, and shorts out vehicle weapon systems.

When an Imperial Knight detachment equipped with lances charges into close combat it doubles its CAF for the first round of combat. But Knights may only assist each other in multiple combat when fighting Super Heavy vehicles, Titans or Gargants, as they risk discharging the lance on each other.

Knights who are charged themselves receive no benefit from their lances, as their lances will not be 'charged'.

Eldar Psychic Lance

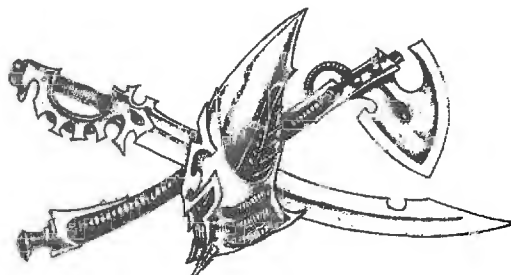
The psychic lance is used by Eldar Knights to deliver a massive psychic blow to enemies in close combat. As the Knight charges into close combat, the spirit stone replays all the previous close assaults that have occurred in its thousands of years in existence, flooding the entire machine and pilot with psychic fury. These energies spit and froth from the machine in arcs of lightning, making the sight of a charging Eldar Knight awesome to behold. When the Knight enters close combat the psychic energies are of such an intensity that the spirit stone is screaming from the feedback. At this point the pilot diverts the psychic energies into crystal mounted in the Knight's visor. This focuses the psychic energies into a cataclysmic blast that burns the minds of infantry, jams weapon systems and fuses electrical components.

When an Eldar Knight Detachment charges into close combat with infantry stands or vehicles the following procedure should be followed. Before the combat is resolved, roll a D6 for each unit that is in base-to-base combat with the Knight. On a roll of 1, 2 or 3 the combat is resolved as usual, on a roll of 4 or 5 the target CAF is reduced to zero for the rest of the close combat, on a roll of 6 the target must make its saving throw to avoid being destroyed, if the target makes its saving roll then the combat is resolved as usual. Knights who are charged themselves receive no benefit from their lances, as the Knights have to build up the psychic fury needed to charge the lance.

When the Eldar Knight detachment charges into close combat with a Titan or Gargant the following procedure should be followed, roll a D6 for each Knight in base-to-base combat with the Titan, on a roll of 1, 2 or 3 the combat is resolved as usual, on a roll of 4 or 5 the Titans CAF is reduced by D6, on a roll of a 6 the Titans CAF is halved for the rest of the close combat.



The Eldar psychic lance is particularly potent against Greater Daemons. If the Knight charges directly into close combat with a Greater Daemon, then the Greater Daemon must make an immediate saving throw to avoid being destroyed. The save is modified by -1 for each Knight in the base to base contact with the Daemon. The chaos player may add +1 to their saving roll for each Chaos card they use. The Chaos player must nominate how many cards they wish to use before rolling for the save. If the saving throw is failed the Greater Daemon loses its control over the material universe and is banished back to the warp.



FIRING AT KNIGHTS

When firing at both Eldar and Imperial Knights they are treated just like vehicles, with one notable exception, both Eldar and Imperial Knights carry a shield defense.

Eldar Shields

Eldar Knights use a system of disruptive holo fields similar to those employed by the Eldar Harlequins and Eldar Titans. The holo fields act to diffract a Knight's image as it moves; the faster it moves, the more widely spread the Knight's image and the harder it becomes to target. To represent this each Knight receives an additional saving throw based on its orders for that turn. This is taken before the Knight's normal saving throw and isn't modified for any reason. Look up the Knight's orders on the table below to find the save received by the Knight for fire against it. Holo fields are useless against barrage weapons, and the Knight receives no extra save against weapons or attacks which use a template. If the Knight fails its save for the holo fields it receives its normal saving throw, if the Knight fails this roll, as well, it is destroyed and removed from play as usual.

Orders	Save
Charge	3+
Advance	4+
First Fire	5+
Fall Back	4+

Human Shields

The shields carried by the Imperial Knights are a derivative of power field technology. Human Knights carry a small but powerful directional generator. This works by creating a powerfield across a 90° arc to the front of the Knight. To represent this any hits fired at the front of the Knight receive no save modifier. The Knight's saving throw to the front cannot be affected by weapon save modifiers. Shots which strike the Knight from the side or rear are allowed to use their save modifier as usual. Barrages are considered to hit the Knight from the direction the weapon is fired (this represents the Knight's shield deflecting the fire before it passes him). Indirect barrages are considered to come from the centre of the burst template. If the Knight fails its saving throw it is destroyed and removed from play as usual.

IMPERIAL KNIGHTS

Since the Knights inclusion in the Imperium, Imperial Knights have earned themselves a fearsome reputation as bold warriors who will risk all for the Emperor. Many an Imperial commander has called upon the services of the Noble houses to break an unrelenting foe or to smash through enemy lines with their high speed and devastating Shock lances.

PRAETORIAN KNIGHTS

The Praetorian Knights is one of the most common types of Knight suit used by the Imperial Knights. Built to roughly the same proportions as a human, one arm usually mounts a vicious close assault weapon, used to sweep infantry aside and crack open armour. The other arm mounts a heavy armament of some sort, usually a battle cannon or an auto-cannon, although some are equipped with multi-melta. The Praetorian Knights are multi-role Knights that can hold their own at long range and still be devastating in close combat. As with most Imperial Knights, the Praetorian Knights are fitted with the devastating Shock Lance.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Sabre	20cm	2+*	+3	Multi-melta	25cm	1	3+	-2	Lance: Double CAF on charge
Scimitar	20cm	2+*	+3	Battle Cannon	50cm	1	4+	-2	Lance: Double CAF on charge
Claymore	20cm	2+*	+3	Auto Cannon	50cm	2	5+	-1	Lance: Double CAF on charge

When shot at from the front Praetorians Knights receive the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

CENTURION KNIGHTS

Although less common than the Praetorians, almost all of the houses have a few detachments of Centurion Knights, the Centurion Knights are highly mobile and used for scout missions where speed is essential. The Centurion Knights

carry heavier weaponry, but this is usually for defensive purposes and fighting off marauding infantry and vehicle units. The Centurion Knights are best used in a scouting role, running around the enemies flanks, revealing hidden troops.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hunter	25cm	3+*	+2	Battle Cannon Bolters	75cm 25cm	1 2	4+ 6+	-2 0	Lance: Double CAF on charge
Striker	25cm	3+*	+2	Lascannon	75cm	2	5+	-2	Lance: Double CAF on charge

When shot at from the front Centurion Knights receive the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

LORDS

Lords are the leaders of households, they have survived many battles and lead their house from victory to victory. The Lord's armour is decorated with captured banners and trophies. A Lords Knight suit is usually a Praetorian, but many are

customised so that the lord can lead Centurion Knight charges, bearing the household banner aloft and inspiring the other knights to great deeds of courage and heroism.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lord	25cm	2+*	+4	Battle Cannon Bolters	75cm 25cm	1 2	4+ 6+	-2 0	Lance: Double CAF on charge

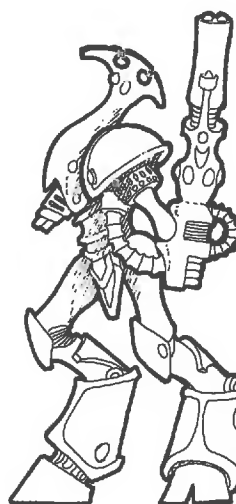
When shot at from the front Lords receive the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

ELDAR KNIGHTS

The Eldar Knights are the envy of every Human Noble. The sleek forty foot war machines move through the forests and cross the grassy steppes of the Maiden Worlds, with grace and style, that makes the Human Knights look like a clumsy old drover. The superior Eldar technology allows some of the Eldar Knights to mount the deadly Maelstrom Laser. A high powered Laser weapon, with it's ability to punch a hole in even the toughest keep, it is known as the Eldar Knights' calling card.

FIRE KNIGHTS

The Eldar Fire Knight is one of the most common Knight types. The ability of the Fire knight to mount several different weapon combinations is very popular with the Eldar pilots who like to personalise their armour. The Fire Gale carries the deadly Maelstrom laser, a high powered lascannon that is feared throughout the Maiden worlds and is well capable of destroying most heavily armoured opponents. The Fire Gale's other arm mounts an Eldar Scatter Laser for dealing with Infantry units which may stray too close to the Knight. The Fire Reaper carries a potent triple barreled lascannon for dealing with massed armoured targets. The Fire Reaper carries a vicious power fist to enhance it's ability in close combat. The Fire Storm shows how versatile the Fire Knight is by completely replacing its weapons with multi-launchers, that fire a barrage of missiles which are deadly to groups of massed infantry and light vehicles. The Fire Storm carries Shuriken cannons for dealing with Infantry units which threaten to charge the Knight.

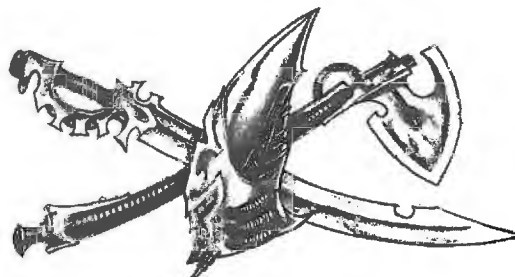


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Gale	20cm	3+	+2	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Fire Reaper	20cm	3+	+3	Lascannon	50cm	3	5+	-1	Psychic Lance Holo Fields
Fire Storm	20cm	3+	+2	Missiles Shurikens	100cm 25cm	4 Barrage Points 2	6+	-2 0	Psychic Lance Holo Fields

BRIGHT WARRIORS

The Bright Warrior represents the epitome of Eldar walker technology. The ability of these four legged Knights to move across the battle-field with grace and swiftness lies with the pilots, who come from the grassy steppes of the Maiden worlds. They spend most of their younger years taming the wild horses and riding with the herds of gazelles that roam the grasslands. This lends them an affinity with the swift creatures and enables them to pilot the huge Bright Warriors with the coordination and agility of a trained horseman. Both the Bright Stallion and Bright Stalker carry the deadly Maelstrom laser. The Bright Stallion also carries an Eldar Scatter Laser for anti-personnel purposes. The Bright Stalkers carries a lascannon to give it additional punch against armoured targets. Although both the Stallion and Stalker do not carry any close

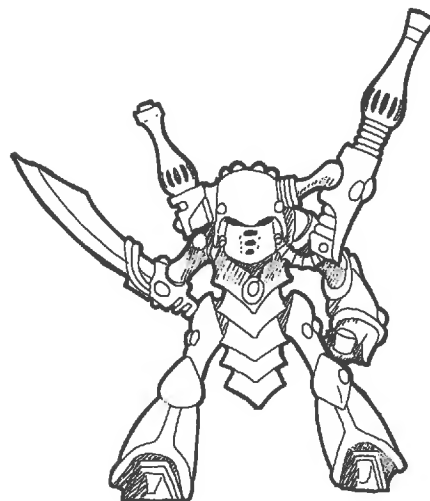
combat weapons, their ability to rear up on their hind legs and trample infantry and tanks with their front hoove makes them formidable close combat opponents.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bright Stallion	25cm	4+	+3	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Bright Stalker	25cm	4+	+3	Maelstrom Laser Lascannon	75cm 50cm	2 1	4+ 5+	-2 -1	Psychic Lance Holo Fields

TOWERING KNIGHTS

The Towering Knights are the largest and heaviest of all the Eldar Knights. The mental agility required of the lone Eldar to control these four armed Knights, is something most humans can't even comprehend. It takes many centuries of learning before even the Exodite can master the art of controlling a Towering Knight, because of this, these walking towers are piloted by the oldest and most experienced Exodites pilots. Two of the arms are mounted with a variety of vicious close combat weapons. Combined with an Eldar psychic lance, this gives the Towering Knights an unparalleled advantage in close combat. Both the Towering Destroyer and Towering Fury carry the deadly Maelstrom laser, giving them the potential to destroy human keeps. The Towering Destroyer also carries an Eldar Scatter Laser for defending itself against marauding groups of infantry and light vehicles. The Towering Fury carries a lascannon to give it additional punch against armoured targets, freeing the Maelstrom Laser to concentrate on targets of more strategic importance, such as enemy strongholds and Titans.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Towering Destroyer	20cm	2+	+5	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Towering Fury	20cm	2+	+5	Maelstrom Laser Lascannon	75cm 50cm	2 1	4+ 5+	-2 -1	Psychic Lance Holo Fields



INCLUDING IMPERIAL KNIGHTS IN YOUR IMPERIAL GUARD ARMIES

Imperial forces can include Imperial Knight support and company cards. An Imperial player can attach Knight support cards to Imperial Guard company cards. This represents smaller houses being drafted into Imperial Guard armies. The Knight detachments are completely independent and do not have to conform to the Imperial Guard command structure. The only formation the Knights have to maintain is the 6cm between themselves. If the Imperial player has a leviathan, which is destroyed at some stage in the game, then the Knights are completely unaffected by the breaking of the chain of command.

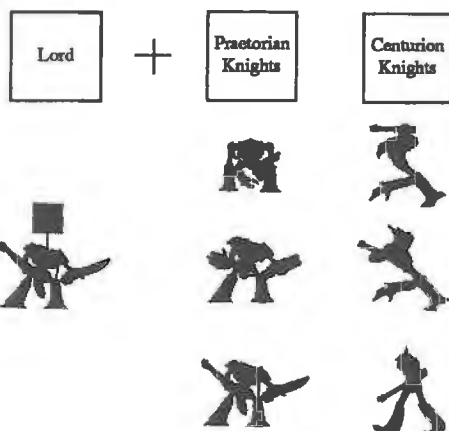
Knights can also be bought as company cards. This represents the larger houses that are left under autonomous rule, being called to serve the Imperial cause as and when the need arises.

Just like other company cards you can buy up to five support cards. These may be more Knight detachments or any of the following units from the Imperial Guard support cards: Tactical Platoons, Assault Platoons, Sentinel Squadrons, Rough Rider Squadrons, Bike Squads and Thudd Gun Batteries. These are the Knights men-at-arms, Imperial players should use normal Imperial Guard models and paint them colours matching their Knights house.

Note: If you buy a complete company of Imperial Knights, although any support cards attached to it may be Imperial Guard, and the models used are Imperial guard, the troops represented are not Imperial Guard, they are the Knights men at arms, and do not have to maintain a chain of command.

IMPERIAL KNIGHT HOUSEHOLD

An Imperial Knight Household consists of one detachment of Praetorian Knights and one detachment of Centurion Knights, led by their Lord.



IMPERIAL KNIGHT HOUSEHOLD

BREAK POINT 4: The Imperial Knight Household is broken once it has lost 4 Knights. Once the household is broken each knight detachment must take an individual morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken

PRAETORIAN KNIGHT DETACHMENT

A Praetorian Knight Detachment consists of any mix of 3 Praetorian Knights.



PRAETORIAN KNIGHT DETACHMENT

BREAK POINT 2: The Praetorian Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

INCLUDING ELДАР KNIGHTS IN YOUR SPACE MARINE ARMIES

All of the Eldar Knight clans maintain a small number of ground troops for the defence of their realm. From their trading with the craftworlds, all the Knight clans have close links with at least one of the craftworlds. Both the clan and the craftworld have a mutual defence policy and will come to each others aid, purely in the interests of preserving as many Eldar as possible. Although an Eldar Knight clan would never come under direct command of a craftworld, the Knights are still Eldar, and they more than most Eldar understand the plight of their declining race.

Eldar Knights are available as an allied contingent for your Eldar army. The contingent may contain the following company cards: at least one company of Knights, Defender Warhosts and Wind Rider Hosts.

Each Eldar Knight company card allows you to buy one Special card and up to five support cards. These may be either extra detachments of Knights or support cards chosen from the following cards from the Eldar support cards: Guardian Defenders, Eldar Jet Bike Squadron, Vyper Squadron, War Walker Squadron, Eldar Anti-Grav Lascannon. Each Eldar Knight company allows you to buy the following Special cards: Warlocks, Scouts and Harlequin Troupes.

If you prefer you may actually field an entire Eldar Knight army. Although you would be quite limited in your choice of troops, it would be interesting if you played against a purely human Knight force. In this way you could recreate the battles fought during the Age of Strife, for supremacy of the Maiden Worlds

ELDAR KNIGHT HOST

An Eldar Knight Host consists of three Knight detachments. Each Knight detachment consists of a mix of any three Knights from each of the three different types of Knight.

Fire
Knights



Bright
Warriors



Towering
Knights



POINTS VALUE 900

ELDAR KNIGHT HOST

The Eldar Knight Host is the core force of knights, representing an Eldar Exodite Clan.

BREAK POINT 5: The Eldar Knight Host is broken once it has lost 5 Knights. Once the host is broken each knight detachment must take an individual morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 9

Your opponent gains 9 VPs when this company is broken

FIRE KNIGHT DETACHMENT

A Fire Knight Detachment consists of any mix of 3 Fire Knights.



POINTS VALUE 250

FIRE KNIGHT DETACHMENT

BREAK POINT 2: The Fire Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when this company is broken

BRIGHT WARRIOR DETACHMENT

A Bright Warrior Detachment consists of any mix of 3 Bright Warriors.



POINTS VALUE 300

BRIGHT WARRIOR DETACHMENT

BREAK POINT 2: The Bright Warrior Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when this company is broken

TOWERING KNIGHT DETACHMENT

A Towering Knight Detachment consists of any mix of 3 Towering Knights.



POINTS VALUE 350

TOWERING KNIGHT DETACHMENT

BREAK POINT 2: The Towering Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when this company is broken

CENTURION KNIGHT DETACHMENT

A Centurion Knight Detachment consists of any mix of 3 Centurion Knights.



POINTS VALUE 200

CENTURION KNIGHT DETACHMENT

BREAK POINT 2: The Centurion Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

PRAETORIAN KNIGHT DETACHMENT

A Praetorian Knight Detachment consists of any mix of 3 Praetorian Knights.



POINTS VALUE 200

PRAETORIAN KNIGHT DETACHMENT

BREAK POINT 2: The Praetorian Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

MAN O' WAR™

BLOOD AND IRON

By Gavin Thorpe

Over the next issues of the Journal we will be publishing a series of articles expanding on the rules for different races in your Man O' War battles. This issue we deal with the mighty Dwarf steamships.

Sometimes a Dwarf fleet is accompanied by a Runesmith, whose potent abilities can aid his clansmen in battle. Before launch a Runesmith can forge special cannon and armour plates that have powerful Runes cast upon them. The mighty Ironclads and Dreadnoughts are the pride of any Dwarf fleet and are sometimes home to their original builders, an ingenious and talented Master Engineer. With his constant tinkering and ability to patch up damage that would baffle lesser technicians he is forever improving the ships ability to fight.

RUNESMITHS.

The Runesmith is the Dwarfs equivalent of an Elf Mage or a Chaos Sorcerer. Using ancient signs and sigils called Runes they can imbue items with a magical power. The tunnels and chambers of Barak Varr echo to the sound of hammers on anvils, but occasionally this is drowned out by the deep and sonorous chanting of a Runesmith creating artefacts of power for a new vessel. Since the Runesmith is asked by the fleets Admiral to give his services many accompany their kindred as part of their payment. The opportunity to meet new races and see new sights is sometimes enough to tempt even the most old and venerable of this order.

All Dwarf ships carry Engineers on board but a few special vessels have a mighty Runesmith as part of its complement. Runesmiths can cast potent Runes onto the weapons and armour plating of a ship, making it even more powerful than its less enhanced sister ships. The Runesmith has special abilities which will enhance the performance of any fleet he is with.

As well as using magic for themselves, Dwarf Runesmiths are adept at thwarting the abilities of more magically-attuned races such as Elves and Humans. A fleet with a Runesmith will dispel incoming spells on a roll of 5 or 6 instead of 6. Runesmiths also carry many items which can bend the forces of nature to their will. The presence of a Runesmith adds +1 to your chances of summoning a Sea Monster. He is worth two battle honours. In addition, the presence of a Runesmith allows the Dwarf player to purchase abilities for his Men O' War, chosen from the Rune cards below. You may buy up to two Runes from each category per ship. Certain Runes may be bought more than once, their effect being cumulative (E. g. a Rune of Piercing bought twice would inflict a -2 save modifier). The price of each Rune is given on the appropriate Rune card. Each Rune also modifies the Battle Honours awarded to your opponent if the ship is sunk, as stated on the card. There are three types of Rune, as below. Cannon Runes and Runic Shot are known collectively as Weapon Runes.

Cannon Runes

Cannon Runes are bought for a particular turret or battery and will apply to all shots made by that location. The word 'turret' has been used on some occasions but a broadside battery has the same bonuses. Broadside cannon will have one dice roll on each side using the special Rune. There is a marker that should be placed on the appropriate location on the ships template. If the location is destroyed you may not use the Rune cannon until it has been repaired.

Runic Shot

The powers that can be used once are embossed onto cannonballs that must be loaded specially. At the start of the turn you must declare that the ship has the Runic shot loaded. When using Runic Shot ALL shots fired by the ship on that turn are using that ammunition. If you buy two sets of the same Runic Shot the effect is not cumulative, they are two separate loads.

Hull Runes.

Hull Runes are embossed upon the armour plates that cover the outside of the ships Hull. They can add protection for the ship against physical and magical attacks. Hull Runes last for the duration of the battle.

Remember that an unmodified roll of one will always fail and a natural six will always succeed, regardless of Runes, Magic, or other factors.

DWARF FLEET

Runesmith: 0- 1

The fleet may include up to one Runesmith who is on the Admirals Flagship.

Cost: 50 points for one Runesmith.

Master Engineer: 0+

You may buy a Master Engineer for each Man O' War in your fleet. He is placed with a single Man O' War and allows you to buy a maximum of two Master Engineer cards for that ship.

Cost: 25 points per Master Engineer.

Slayers: 0- 1

You may have one contingent of Slayers for your Admirals flagship.

Cost: 50 points for one contingent.

MASTER ENGINEERS.

Dwarf Engineers are famed throughout the world for their ingenuity and skill. The heads of the Engineers Guilds are known as Master Engineers and their technical knowledge and achievement is only surpassed by their twisted cousins, the Chaos Dwarfs. An Admiral may buy a Master Engineer for each Man O' War in his fleet. A Master Engineer allows you to re-roll the dice when attempting to repair a location. The second roll is final. A Master Engineer allows you to attempt repairs on below the waterline damage, though a six is needed to be successful and the roll may not be re-rolled.

As well as the above bonuses the Master Engineer may equip the ship with any of the mechanical improvements detailed on the Master Engineer cards that follow. Pay the points listed on the card. Only two of the following improvements can be bought for a single ship, though if two or more ships have Master Engineers they may buy the same improvements. The effects of the Engineer cards are not cumulative so it is pointless to buy more than one of a single type for a ship. Master Engineer cards add to the number of Battle Honours the Man O' War is worth. The additional Battle Honours awarded to your opponent when it is sunk are written on the Engineer cards.

Picking up survivors.

There are counters for your Runesmith and Master Engineers that are to be placed on the appropriate ships template. If that ship is sunk the counters will be placed on the wreckage like a Wizard or Admiral marker and can be picked up as detailed in the Man O' War rulebook

SLAYERS.

For 50 points the Dwarf Admiral may purchase a contingent of Troll, Giant and Daemon Slayers for his flagship. These dauntless warriors do not count against the crew limitation and will add 1D3 to your combat total when you attack or defend, in addition to the normal +1 bonus. Since they are in thick of the fighting Slayers are sometimes the most endangered of all the combatants. When the ship takes a casualty in a boarding action roll a D6. A roll of 4+ indicates the Slayers are the casualties, remove the counter from the ships template. Slayers are never casualties by any other method, unless they are the only remaining crew counter on the ships template. Slayers are not sailors and a ship with only Slayers on board will move as a straggler.

MASTER ENGINEER	MASTER ENGINEER	MASTER ENGINEER	MASTER ENGINEER
RUNESMITH	SLAYERS	RUNE CANNON	RUNE CANNON
SPARE BOILER	SPARE BOILER	RUNE CANNON	RUNE CANNON

WEAPON
RUNE

WEAPON
RUNE

+4 BATTLE HONOURS 25 POINTS

Runes of Fortune

Shot marked with this magical sigil have a mind of their own. They growl and snarl as they are loaded and can change their course when fired at the enemy.

When you fire this ammunition you may add or subtract one from the to hit roll, making more likely to hit an already damaged location. A roll of one is still a miss.

RUNIC SHOT:

USE ONCE AND
DISCARD

+4 BATTLE HONOURS 25 POINTS

Runes of Smiting

This Runic ammunition has been toughened with an intensity found in the heart of a volcano. When they hit an enemy ship planking is split asunder and men are thrown from the decks in the storm of enchanted iron.

If a location fails its saving throw against this ammunition it will take two points of damage instead of one. Critical hits and all other rules for multiple damage apply.

RUNIC SHOT:

USE ONCE AND
DISCARD

+1 BATTLE HONOUR

25 POINTS

Rune of Penetrating

Cannon bearing the markings of this Rune will magically toughen any ammunition they are loaded with, causing their shots to smash through armour and planking with greater ease.

Shots from this cannon have an additional -1 saving throw modifier. This is subject to other modifications such as Man O' War cards and range.

WEAPON
RUNE

+1 BATTLE HONOUR

25 POINTS

Rune of Burning

When ammunition is loaded into a cannon bearing this Rune it starts to smoulder. Within a few seconds it blazes white hot but the powder is magically prevented from igniting until it is necessary.

Shots from this turret will set fire to the target ship. Place a Blaze counter instead of a normal Damage marker if it causes a hit.

WEAPON
RUNE

+2 BATTLE HONOURS

50 POINTS

Master Rune of Gromril

The ships hull bends and twists itself under the magical influence of this Rune. Where gaping holes from battle damage have appeared it grows new plates and struts to repair the damage.

You may add +1 to the dice roll when you attempt to repair a ship location above the waterline.

HULL
RUNE

+2 BATTLE HONOURS

50 POINTS

Master Rune of Swiftness

This Rune distorts time and space in its immediate vicinity. When used on a cannon it allows the crew to load and fire with a speed unachievable by natural training and experience.

A cannon marked with this Rune gains an extra shot in the Battle phase. This shot can be taken at any time, even while your opponent is using a ship. Simply declare that you are firing and follow the normal procedure. You may not interrupt an action if dice have already been rolled to determine its outcome, e.g. You may not interrupt firing if the to hit roll has been made but the saving throw is yet to be rolled.

WEAPON
RUNE

+2 BATTLE HONOURS 50 POINTS

Master Rune of Adamant

A ship with this Rune has its metallic skin toughened beyond belief. With the endurance of the roots of a mountain it withstands attack that would shatter lesser vessels.

The ship may re-roll any saving throws that it fails. If the second roll fails a hit is taken as normal. No saving throw can be re-rolled more than once, irrespective of the source of the re-roll. This Rune does not apply to below the waterline saves.

HULL
RUNE

+1 BATTLE HONOUR 25 POINTS

Rune of Piercing

This Rune glows with a menacing red hue which it casts onto the ships prow, enveloping it in the mystic aura. When the ship rams another vessel the ambient light blazes into a eye searing rainbow while the prow slides effortlessly through the opposing ships hull.

When this vessel rams another its target has an additional -1 modifier on its below the waterline saving throw.

HULL
RUNE

+2 BATTLE HONOURS 50 POINTS

Rune of Spell Eating

The hull of the ship is covered by a shimmering curtain of energy. Spells cast at the ship are reflected harmlessly into the sky, away from the Dwarf fleet.

The ship may re-roll an attempt to dispel. It may only use the re-roll if the spell is directed at the ship with the Rune. If the second dispel roll fails the spell has its usual effect on the vessel.

HULL
RUNE

+1 BATTLE HONOUR 25 POINTS

Rune of Cleaving

The ships ram glints with a wicked sheen. When it comes into contact with an enemy ship it glows white and cuts its way through the planks and armour without stopping.

A Dwarf ship with this Rune may make a ram attack even if it has turned during the same Battle phase. The ship still needs to move 3 or more inches, but does not have to travel in a straight line. The ram is resolved as normal.

HULL
RUNE

+2 BATTLE HONOURS 50 POINTS

Overdrive Engine

The Master Engineer on this vessel has installed a Thrumrocks triple gauged, double cam, loop-wired Overdrive engine.

A ship with an Overdrive engine may add 2" to all of its movement rates. If the ship is moving forward and does not turn it may add 4" to its movement value.

MASTER
ENGINEER
CARD

+1 BATTLE HONOUR 25 POINTS

Flame Cannon

Mounted on the front of the ship a deadly Flame Cannon points its barrel menacingly at the enemy fleet.

The Flame Cannon is an additional weapon that is mounted in the Bows location and has a 180 degree fire arc to the front of the vessel. If the bows are destroyed so is the Flame Cannon. The Flame Cannon will be repaired at the same time as the Bows. It has a one dice attack and may fire at targets at a maximum of medium range and has no save modifier. If the target fails its save place a Blaze marker on the location.

MASTER
ENGINEER
CARD

+2 BATTLE HONOURS 50 POINTS

Spare Boiler

The Master Engineer has fitted a back-up boiler in case the main one is blown up.

If a ship with this card has its Boiler location destroyed place the Spare Boiler counter on the template instead of a normal Damage marker. The spare boiler does not benefit from any other engine improvements and will only move the vessel at normal speed. If the spare boiler is also destroyed the ship is immobilised as usual. The spare boiler may be repaired and counts as a separate location.

MASTER
ENGINEER
CARD

+1 BATTLE HONOUR 25 POINTS

Improved Gears

The gears and other systems that connect the two engines and allow the ship to turn have been improved as a result of diligent experimentation by the Master Engineer.

The ship may make turns between 90 and 180 degrees for half its movement, the same penalty as turns between 0 and 90 degrees.

MASTER
ENGINEER
CARD



IMPERIAL RELIEF FORCE ATTEMPTS TO BREAK THROUGH A GOBLIN AMBUSH